HE-MAN AND THE MASTERS OF THE UNIVERSE™

VOLUME TWO

A CHARACTER GUIDE AND WORLD COMPENDIUM

ALSO FEATURING SHE-RA, PRINCESS OF POWER

SY-KLONE

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A CHARACTER GUIDE AND WORLD COMPENDIUM

VOLUME TWO

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ABOUT THE CONTENT OF THIS GUIDE

Welcome, Young Warriors!

Guard this tome, for it contains many of the universe's greatest secrets! But before you proceed with unleashing the power within this guide, I have some important notes regarding its contents . . .

Masters of the Universe is a thirty-five-year-old property—and its sister property, Princess of Power, is nearly the same age—and its mythology is spread across many canons. My Scribes have made a great effort to include as much as possible, but some things may have accidentally fallen into the Tar Swamp. If an obscure location or one-off race of beings didn't make it into this book, the Scribes of Scrollos sincerely apologize.

Other things were left out on purpose. Before we explain why, let's define a few terms.

- **Categories:** these are the main chapters of the guide, which include "Characters," "Beasts, Creatures & Monsters," and so on.
- **Entries:** these are the individually named items in the guide. For example, "He-Man" is an entry.
- **Canons:** these are the sections within an entry that pertain to the source of the information. Each canon section bears a date and title.

It must be noted that my Scribes worked under certain guidelines. They steered clear of behind-the-scenes or developmental sources, such as interviews, convention panels, intercompany bibles, production art, or unused concepts. For licensed publications, cartoons, movies, and other official sources, they tried to avoid including things that were unnamed. That said, some weapons and artifacts attached to named characters did merit their own entries. And finally, they did not use some canon source material if its story content was minimal (for example, this guide excludes coloring book canons). But rest assured that as many canons as possible have been chronicled here, to the best of my Scribes' abilities.

Also, please note that the dates of the canons refer to the year the individual canon started, rather than the year in which the entry appeared within that canon. For instance, while a character may not have appeared in the Filmation *He-Man and the Masters of the Universe* cartoon until 1984, these cartoon entries are dated 1983, the year the cartoon debuted.

My Scribes also tried to include images for as many canons as possible. But due to space limitations, they could not use images for every single canon. On top of that, some entries do not even have images, so your imagination must do the work!

You will also notice that the entries don't include all possible canon sections in which that entry appeared. In cases where an entry's appearance, personality, or actions did not differ significantly from those described in the previous canons, a section will have been left out to avoid redundancy. For example, one character may have a canon section for the 1983 Filmation cartoon, but the section for the 1986 Marvel Star comics, in which the character's story was nearly identical, will have been left out.

Lastly, in the world of Masters of the Universe, the line between categories is often blurry. As a case in point, the distinction between a character and a beast is almost impossible to discern at times. Battle Cat could easily fall into either of the aforementioned categories. So if you don't see your favorite green tiger in "Characters," then it's because he's in "Beasts."

In the interest of maintaining my records, I value the input of those of you who want the most from the information housed within these pages. Therefore, if you discover something that you feel is missing or incorrect, please contact the eternal guardians of Dark Horse at **heman@darkhorse.com** with details. The Ancients willing, we may be able to include that information in a future edition!

With all of that in mind, we release you now to peruse the greatest guide created to date for the worlds of He-Man and She-Ra. I hope you find the answers you seek!

Be brave!

Scrollos

FOREWORD

IT WAS ALWAYS MORE THAN JUST A TOY

The first time I met He-Man, the Death Star above Endor had just blown up. I was a *Star Wars* kid, wandering the aisles of the local toy shop, searching for my next fix, something to get me by until Episode 7. (There was going to be an Episode 7, right? Hope sprang eternal.) And there he was. A mass of muscles on muscles. A furry Speedo that would make Conan blush. Towering over his puny 3 ¾-inch competitors, this "He-Man" could snap Luke Skywalker like a Twix bar.

And he wasn't alone. Stationed on the shelves beside him: warrior goddesses, savage henchmen, cosmic enforcers, lords of destruction, allies, enemies—Masters of the Universe.

I brought home as many as my mom would allow, and it got better. Packaged with each figure was a minicomic. There was crazy stuff going on in those books. A wild mash-up of sci-fi and fantasy. And at the center of it all was this relatable barbarian (no Prince Adam back then!) with one half of a magic sword, just trying to do right in the world.

And then came Filmation: Orko, Cringer, "I have the power!" This universe kept expanding, getting more faceted and deeper (and now in limited 2D animation!).

But it all came back to those toys—aptly named characters with built-in creature features: Moss Man was really mossy; Stinkor really stank! Like countless other kids, I spent hours coming up with plots for these plastic titans. Did you know Teela and Mekaneck were really estranged brother and sister? No? Hey, don't knock my kid continuity.

And that's the thing. All those stories that kids everywhere come up with? They're all true and just as valid as anything seen in comic books or on TV. It's one of the things that makes Masters of the Universe so compelling. It draws from so many genres and has been embroidered by so many storytellers over the years that there's no one continuity. It's a living myth, and every He-Man fan has the power to be a mythmaker, a Master of the Universe.

As you thumb through this book, you can feel that spirit on every page. Dark Horse and their team of determined archaeologists and forensic experts have mined the depths of every incarnation of Masters of the Universe and laid bare every fact, facet, and fallacy. They've produced an indispensable guide for fans who want to relive the past of Masters, as well as for those who want to rebuild its future. They've captured the multiverse in a bottle, while also revealing its core truth: We all have the power.

It was always more than just a toy.

ROB DAVID
Head Writer & Producer
Mattel Creations
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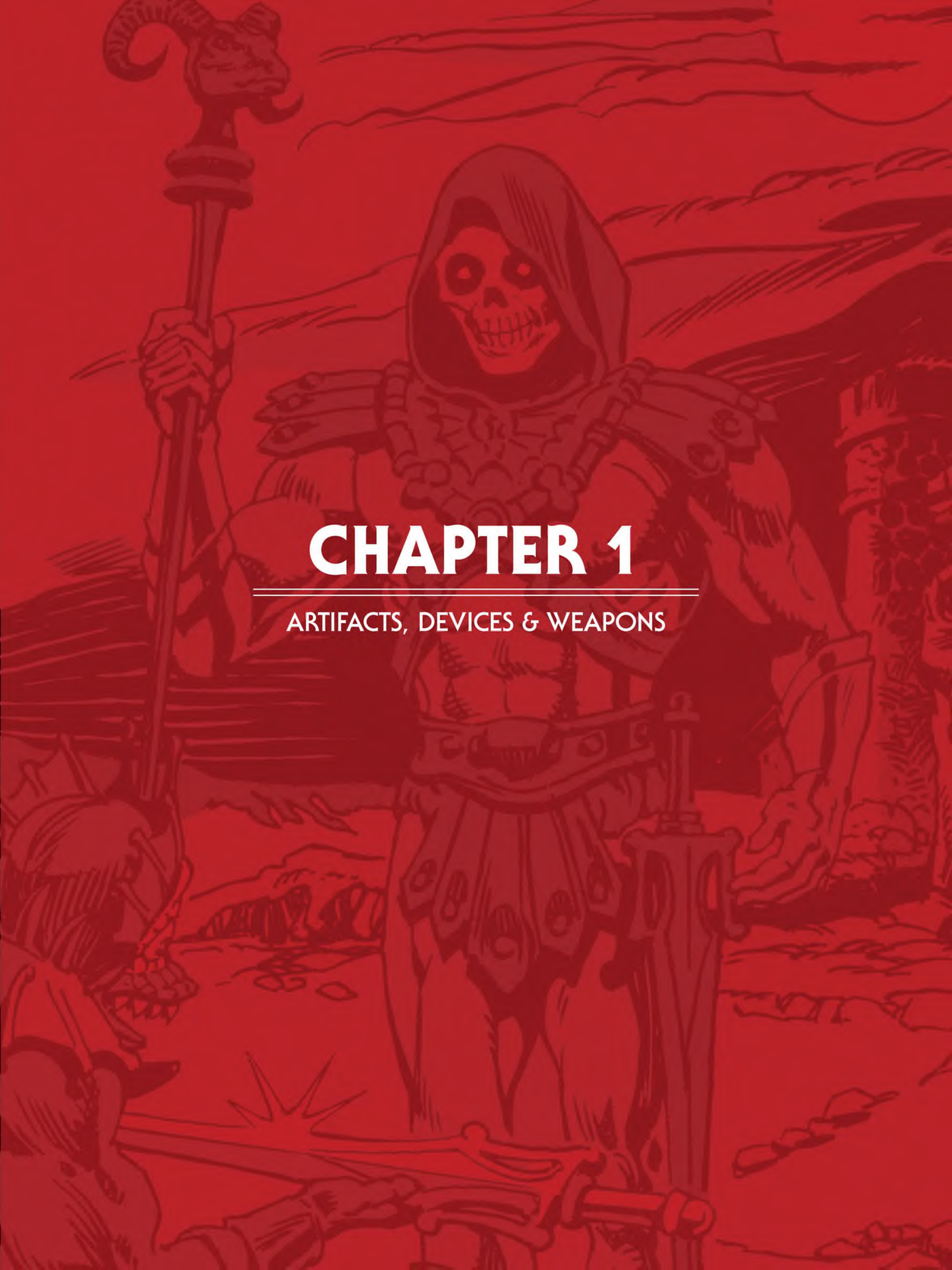
November 29, 2016



CHAPTER 1

ARTIFACTS, DEVICES & WEAPONS

ACTIVATOR

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Activating dormant volcanoes

1983 FILMATION MOTU ANIMATED SERIES
A metallic, spider-like device, the Activator could lower itself into the ground, stand upright and fire an orange beam to activate the dormant volcano Pyrous.

AIR BOOTS

SPECIAL ABILITIES
Flight

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Air Boots were one of the many inventions on display at the Intergalactic Science Conference on Primus.

ALCONATRONIC GENERATOR

PRIMARY OWNERS
Alcon

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Alconatronic Generator was a device invented by Alcon which could heal all of Primus with a single nugget of Tanatium Ore.

AMBER CRYSTAL OF ARILARCA

SPECIAL ABILITIES
Unknown

1983 FILMATION MOTU ANIMATED SERIES
The Amber Crystal of Arilarca was a magical amulet of destruction and a "superweapon of the Ancients" which was held by the Ruls and apparently capable of doing anything its holder desired.

AMBROSIA

OTHER NAMES
Nutritional Honeycomb

PRIMARY OWNERS
Andreenids

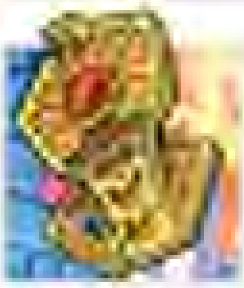
SPECIAL ABILITIES
Enhancing strength

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
Ambrosia was the miracle food produced by the Andreenids in Andreenos. The food was an important resource for Buzz-Off's people, with properties that greatly enhanced one's strength when consumed. The food was toxic to species other than Andreenids or those closely related to them, such as the Arachna.

AMULET OF SERPOS

PRIMARY OWNERS
King Hiss
Faceless One

SPECIAL ABILITIES
Awakening Serpos



2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The elegant Amulet of Serpos was retrieved by King Hiss and the Snake Men from the Temple of Serpos. Hiss used the amulet and used it to free the gargantuan Serpos from the stony engravement as part of Snake Mountain.

2003 MVCREATIONS MOTU COMICS
The MVCreations comics provided a little more information on the Amulet of Serpos. The golden Amulet of Serpos allowed King Hiss to awaken and control the god-beast Serpos. The Faceless One was forced to create it in ancient times when the Snake Men kidnapped his infant daughter. The amulet looked like a snake with an open hood on its sides and a red jewel on its chest area.

ANCIENT MIRROR OF AVATHAR

SPECIAL ABILITIES
Knowledge of history

1983 FILMATION MOTU ANIMATED SERIES
The Ancient Mirror of Avathar was a beautiful and ornate looking glass containing all the knowledge of the Avathar Empire. When one asked it a question, an undefined male face would appear and provide the answer.

AMULET OF CRYSTALLIZATION

PRIMARY OWNERS
Skeletor

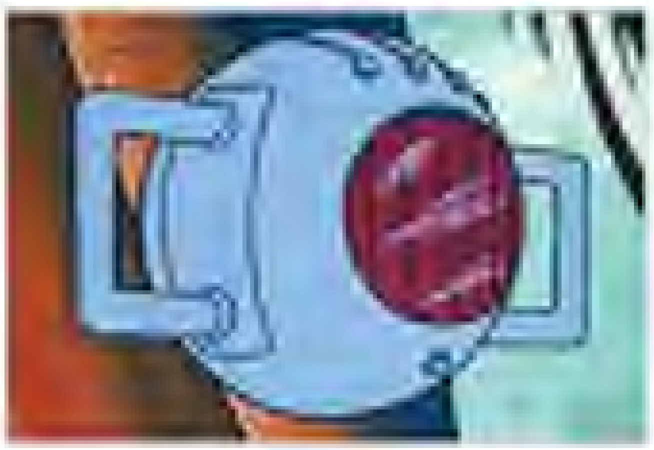
SPECIAL ABILITIES
Transforming those who touch it into crystal

1983 MOTU MINICOMICS
The Amulet of Crystallization was a magic amulet bearing Skeletor's skull which turned those who touched it into crystal. In two days, the crystallized person would shatter and be lost forever.

ANCIENTS' BOOK OF SPELLS

[illegible] FILMATION HE-MAN ANIMATED SERIES
The Ancients' Book of Spells was located in the Temple of the Winds, within the Cave of the Winds. The ornate book was locked inside a magical glass case. To unlock the book one had to speak the magic words "[illegible]" Although it was never revealed what was inside the book, it was rumored to contain some incredibly powerful spells.

ANGER BEAM



PRIMARY OWNERS
Skeletor
Moduk

SPECIAL ABILITIES
Enraging animals
Shrinking animals on tape for transport

[illegible] FILMATION HE-MAN ANIMATED SERIES
The Anger Beam was a large machine built by the scientist Moduk and housed on Skeletor's Collector. Its beam could enrage animals or store them on tape for transport elsewhere on the planet. The Anger Beam Sender was used in conjunction with the Anger Beam. The Sender emitted a pulse which could turn a peaceful animal into a ferocious one.

ANIMAL CALLER

PRIMARY OWNERS
[illegible]

SPECIAL ABILITIES
Imitating animal calls

[illegible] FILMATION HE-MAN ANIMATED SERIES
Man-At-Arms' flute, the Animal Caller could mimic the calls of a wide variety of animals of Eternia.

ANTIDOTE SHELL

PRIMARY OWNERS
[illegible]

[illegible] HE-MAN COMIC MAGAZINES
The Antidote Shell was a crystalline object which could restore any person or object which had been transformed into crystal by the Crystal of Crystals.

ANTIGRAV PILLAR

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Defying gravity
Holding flying vehicles motionless in the air

[illegible] GERMAN HE-MAN AUDIO PLAYS
A relatively small humming device, the Antigrav Pillar defied gravity and could stop and hold a vehicle motionless in the air, preventing it from moving or landing.

ANTI-GRAVITY DEVICE (1)

PRIMARY OWNERS
Hordak

SPECIAL ABILITIES
Generating antigravity

[illegible] UK HE-MAN COMIC MAGAZINES
Invented by Hordak, the Anti-Gravity Device cancelled out gravity in their immediate vicinity. He planned to use them to drop a mountain on Castle Grayskull.

ANTI-GRAVITY DEVICE (2)

PRIMARY OWNERS
Gepeto
Melodor

SPECIAL ABILITIES
Generating antigravity

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Anti-Gravity Device was a small antigravity generator built by Gepeto and Melodor when they were experimenting with new ways to keep Eternos afloat. It was powered by a small amount of Beryllium Ore.

APOCALYPSE GUN

[illegible] ITALIAN HE-MAN MAGAZINES
The Apocalypse Gun was a powerful experimental weapon that could be used to cover up giant ocean whirlpools, create tidal waves and control ocean currents. When it was lost in a sunken vessel, the Mantid Hornet Pelamos attempted to recover the weapon to keep it out of evil hands. However, Hordak managed to obtain the Apocalypse Gun for a short time.

ARCALITE

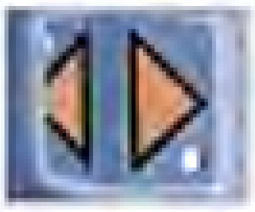
PRIMARY OWNERS
Arcalia

[illegible] FILMATION MOTU ANIMATED SERIES
Arcalite was a mineral found in plentiful amounts [illegible] the Eternian city of Arcalia. It was [illegible]

ARGONIAN POWER CELL

PRIMARY OWNERS
Argonians

SPECIAL ABILITIES
[illegible]



[illegible] FILMATION MOTU ANIMATED SERIES
Known as the greatest source of energy in the galaxy, Argonian Power Cells were used to power Argonian spaceships. When damaged, they would explode within hours, causing a chain reaction [illegible] destroying a planet.

ARKON'S STAFF

[illegible] FILMATION MOTU ANIMATED SERIES
Arkon's Staff was a [illegible] that produced [illegible] of light. The [illegible] of the staff [illegible] and fired a green ray which could [illegible] on the shoulder or [illegible] a heavy Dreadnaught Tank.

ARKOS'S RAY MACHINE

[illegible] DC MOTU COMIC MAGAZINE
Emperor Arkos's Ray Machine was created with the purpose of [illegible] the [illegible] that [illegible] his city away from his planet without harming them.

ARROW OF APOLLO

PRIMARY OWNERS
Sorceress
Bow
She-Ra

SPECIAL ABILITIES
[illegible]

[illegible] LADYBIRD MOTU BOOKS
The Arrow of Apollo was a magical arrow that appeared to be made of light. It was given to Bow and She-Ra by the Sorceress and used to destroy Shadow Weaver's Magic Mirror.

ASTEROID OF POWER

[illegible] LADYBIRD MOTU BOOKS
[illegible] in the asteroid belt that [illegible] Eternia was the Asteroid of Power, an object of legend. It was said that it would be a source of limitless power to the one who possessed it. When Skeletor and Hordak both fought to obtain the asteroid, it was ultimately lost and [illegible] the Sea of [illegible].

ASTRALA

SPECIAL ABILITIES
Healing

[illegible] MOTU [illegible]
Astrala was a type of flower from the [illegible], located in the Land of Darkness on Primus. The [illegible] it emitted had powerful healing properties, capable of curing the planet's entire population of a contagion [illegible] by Skeletor.

AUDIO/VIDEO DISC

PRIMARY OWNERS
Hook Rapper

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Audio/Video Disc belonged to Hook Rapper and contained a recording of one of his rock concerts.

AURAGRAPH CAMERA

SPECIAL ABILITIES
Photographing aura

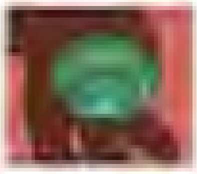
[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Auragraph Camera was a device on display at the Intergalactic Scientific Conference on Primus. It took pictures of the [illegible] that surrounded all living things and could recover images of events that had happened several hours earlier.

BAMSITE

PRIMARY OWNERS
Jinx

SPECIAL ABILITIES
[illegible]



[illegible] FILMATION MOTU ANIMATED SERIES
Mined by Jinx and his race of bear-like people, Bamsite was [illegible] that allowed anyone holding it to become invisible for a short time.

BASOPHIS AMULET

PRIMARY OWNERS
Count Marzo

[illegible] MIKE YOUNG PRODUCTIONS 2002 ANIMATED SERIES
Count Marzo's Basophis Amulet was the main source of his magical powers. He used the mystical red gem to enhance his strength, cast spells, and create [illegible]. While he wasn't completely powerless without it, he went to great lengths to keep it in his possession.

BATTLE ARMOR (I)

PRIMARY OWNER
He-Man

SPECIAL ABILITIES
Protection
Self repair

[illegible] GERMAN MOTU AUDIO PLAYS
The Battle Armor was invented by Man-At-Arms to give He-Man additional protection in combat. It prevented hard blows and, if damaged, repaired itself. Initially only silver could penetrate it, but this deficit was resolved when Man-At-Arms infused the armor with a new crystal from the Mystic Mountains.

[illegible] GERMAN [illegible] MOTU COMIC
Similar to the German audio plays, the [illegible] comics established that Man-At-Arms created the Battle Armor for He-Man. However, after the armor was stolen by [illegible], Man-At-Arms further enhanced it with a session programmed to He-Man's genetic code, making it function only for He-Man himself.

[illegible] MOTU CLASSICS
He-Man received his Battle Armor after coming to harness the Power of Grayskull. He discovered that by combining the power of the universe and the knowledge of the Elders, he could anticipate the armaments and armor needed to best help him in his early battles against Skeletor and his Evil Warriors.

BATTLE ARMOR (II)

PRIMARY OWNER
Skeletor

SPECIAL ABILITIES
Protection

[illegible] MOTU CLASSICS
Skeletor used dark magic to recast his Battle Armor and penetrate the newly created Mystic Wall. Once he had returned to the Light Hemisphere, he abducted Princess Adora and captured and secretly cloned the Sorceress of Grayskull, but Man-At-Arms and Du-Lan stopped him. Three strikes from Du-Lan's battle axe destroyed Skeletor's enchanted armor and returned him to the Dark Hemisphere.

Twenty years later, Skeletor remade his armor to counter the Battle Armor worn by He-Man. Although the new armor was stronger, it no longer possessed the same mystic qualities of the original.

BATTLE ARMOR (III)

PRIMARY OWNER
He-Man

SPECIAL ABILITIES
Flight

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
He-Man's Battle Armor was created by Sorineh to aid him in battling giant war machines. The armor was powered by the Ergon and worn over He-Man's torso and the [illegible] parts of He-Man's [illegible] Armor. It was equipped with huge limbs bearing metal clamps, twin missile launchers, and a jetpack to propel the wearer through the air at incredible speeds. With a thought, Sorineh dismantled the Battle Armor.

BATTLE ARMOR (IV)

PRIMARY OWNER
Skeletor

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
Skeletor's Battle Armor was created by Sorineh to fight giant war machines. It was worn over the torso and was equipped with huge limbs bearing metal claws and missiles launched from its shoulder and knuckles. When Skeletor attempted to steal the Ergon, Sorineh disabled the armor, trapping him inside.

BEAM RAY

PRIMARY OWNER
Man-At-Arms

SPECIAL ABILITIES
Cutting rock

1983 FILMATION MOTU ANIMATED SERIES
Man-At-Arms' Beam Ray emitted a ray of energy to carve rock, with settings for work as delicate as carving a statue, or as powerful as boring a hole into a mountain. The handheld device had a dish mounted on top from which the ray projected.

BEAM-CANNON

PRIMARY OWNER
Man-At-Arms

SPECIAL ABILITIES
Firing deadly [illegible] beams

[illegible] UK MOTU COMIC MAGAZINE
The Beam-Cannon was a weapon created by Man-At-Arms, who had been captured by Skeletor and forced to build a weapon to attack Eternos City. Man-At-Arms, who had tricked Skeletor into thinking he had him under his mind-control spell, built the Beam-Cannon to be powered by Skeletor's Sun Fire machine, so that it would attack [illegible] Eternos. The Beam-Cannon was designed to fire

deadly energy beams drawn from the Sun Fire. However, Man-At-Arms devised the assault so that the Beam Cannon would sink beneath the quicksand as the attack began, destroying the Sun Fire with its energy beams as it did so.

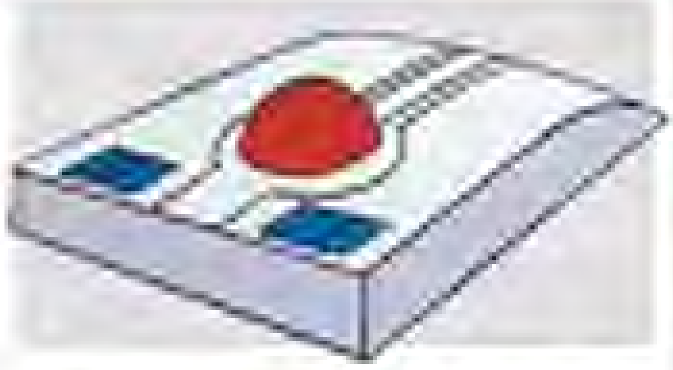
BEAMING CELLS

PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
Teleportation

1984 GERMAN KIDS AUDIO PLAYS
The Beaming Cells were created during a period when Skeletor had taken over Eternia and the Masters were forced to live in Snake Mountain. Taking inspiration from Orko's ability to teleport, Man-At-Arms invented the Beaming Cells, which allowed him to teleport between the two cells and were used to smuggle King Randor, Queen Marlena, and their servants out of the Royal Palace when Skeletor had conquered Eternia.

BEEPER



PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
Summoning flying creatures

1983 FILMATION MOTU ANIMATED SERIES
Man-At-Arms' Beeper was a hand-held device with a permanent red light that could attract any living creatures that flew near it (such as Wolf Bats or Shrieks) by sending out a slow, pulsating signal.

BELLS OF DOOM

1987 GERMAN MAGIC MOTU COMICS
The Bells of Doom were seven bells in the cursed city of Manaxia that, when rung, gave the ringer great evil powers for half a day. Skeletor once succeeded in ringing the dreaded bells, which gave him control over many evil beings, including the Horde and the Snake Men.

BELT SHIELDS

PRIMARY OWNERS
Exxilarium

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Belt Shields were one of many devices found on the Asteroid of Junk. When the wearer activated the belt, a force shield would surround them, making them invulnerable.

BERYLLIUM ORE

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Beryllium Ore was a substance used to keep the floating city of Levitan in the air by powering its antigravity generator.

BIO-GRAPH MACHINE

PRIMARY OWNERS
Hordak

SPECIAL ABILITIES
Measuring and analyzing one's physical abilities

1986 UK MOTU COMIC MAGAZINES
Hordak developed the Bio-Graph Machine to record, measure, and analyze He-Man's physical abilities to determine his greatest weakness.

BLACK ALDER WOOD

SPECIAL ABILITIES
Harming the Sorceress

1987 GERMAN EHAPA MOTU COMICS
Black Alder Wood was the only material with the power to harm the Sorceress of Grayskull. Hordak shot an arrow made of Black Alder Wood at the Sorceress; the small wound caused her great pain until the wood's last shard was removed.

BLACK CRYSTAL OF POWER

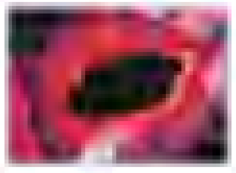
1987 GERMAN MAGIC TOY MAGAZINES
The Black Crystal of Power was a legendary artifact that could only be obtained once the Snake Goddess's Cosmic Egg hatched. The crystal imbued the Snake Men with unimaginable power enough to easily conquer Eternia and subjugate all mammals on the planet.

BLACK OMEGA

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Black Omega was a deadly gas capable of destroying Primus's shield. It was thought to have been destroyed, but supplies were later found on the planet Omega 4.

BLACK RUBY

SPECIAL ABILITIES
Increasing magical powers



[illegible] FILMATION POP ANIMATED SERIES
The Black Ruby was an evil artifact with an iridescent red glow. Shadow Weaver used the power of the ruby to increase her magical powers and then cast the Whispering Woods into darkness.

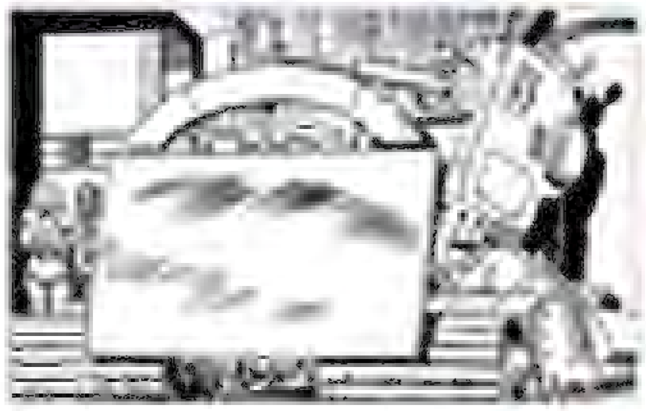
BLUE ICE DIAMOND

SPECIAL ABILITIES
Cloaking the sun

[illegible] POP MINICOMICS

The Blue Ice Diamond was a magical gem hidden in a secret location on Etheria. Only a map hidden within Frosta's cape revealed the diamond's whereabouts. The Blue Ice Diamond's magic was so powerful that it could turn an entire planet into a frozen wasteland by blocking out the sun (or "Daystar"), causing a cloak of darkness to sweep across the land and plunging the planet into an endless ice age.

BODY-TRAPPER



PRIMARY OWNERS
Hordak

SPECIAL ABILITIES
Detecting and pulling metals in a human body

[illegible] UK MOTU COMIC MAGAZINES
Hordak invented the Body Trapper in an attempt to capture He-Man. The machine detected and pulled on the metals within a human body, thus trapping its victim tied. It was eventually short-circuited by a spray of water from Snout Spout.

BOOK OF ARCANE KNOWLEDGE

PRIMARY OWNERS
Shadow Weaver
Castaspella

[illegible] UK POP COMIC MAGAZINES
The Book of Arcane Knowledge contained powerful enchantments and spells which could only be used once, as the pages themselves were endowed with the magic. Shadow Weaver found the book and used it to cause chaos until it was taken from her by Castaspella.

BOOK OF BEGINNING

PRIMARY OWNERS
Evil-Lyn
Skeletor

SPECIAL ABILITIES
Divination

[illegible] GOLDEN DAWN MOTU COMICS
Evil-Lyn's Book of Beginning explained to her and Skeletor how to control a powerful tornado that wreaked havoc on Eternia.

BOOK OF EVIL

[illegible] GOLDEN DAWN MOTU COMICS

The Book of Evil's dark powers were instrumental to defeating the Elders. As a result, they placed it in an enchanted cage. Centuries later, when Skeletor found the book, [illegible] the Sorceress with finding and assembling the Crystal Shield, which resulted in the book's destruction.

BOOK OF LIVING SPELLS

PRIMARY OWNERS
Eldor
He-Ro

[illegible] MOTU CLASSICS
The Book of Living Spells was an ancient grimoire belonging to the guardian, the wizard Eldor of Preternia. Eldor taught his apprentice Gray, who later became He-Ro, how to use the book's magic. After He-Ro died saving King Grayskull from Hordak, Eldor used the book to cast a great spell that submerged the Three Towers. The book was later stored in He-Ro's crypt, where it remained for thousands of years, along with his magic staff.

BOOK OF POWERS

[illegible] UK MOTU COMIC MAGAZINES
The Book of Powers was discovered in the ruins of Amnesia Island by Mer-Man, who brought it to Skeletor at Snake Mountain. Skeletor planned to use it to unlock the secrets of the universe.

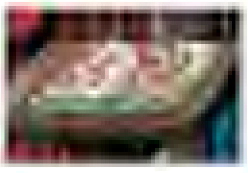
BOOK OF RANGOR-RATH THE MIGHTY

PRIMARY OWNERS
Shadow Weaver

[illegible] UK POP COMIC MAGAZINES
Shadow Weaver used the Book of Rangor-Rath the Mighty to cast a spell which turned Adora's friends against her. The book was apparently lost when She-Ra destroyed Shadow Weaver's secret fortress.

BOOK OF SPELLS (I)

PRIMARY OWNERS
Centiopolis



[illegible] FILMATION POP ANIMATED SERIES
One of Mystacor's most protected treasures, the Book of Spells was housed at Castle Mystrium and was under the guardianship of Centiopolis. It contained ancient magic spells, some of which were capable of unleashing great evil upon Etheria.

BOOK OF SPELLS (II)

[illegible] HE-MAN COMIC MAGAZINE
The Book of Spells accompanied the "Glove of Gharulah," the mystical artifact with powers to rule those of Castle Grayskull. The glove's magic could only be operated with the Book of Spells.

BOOK OF YESTERDAYS

PRIMARY OWNERS
Sorceress

SPECIAL ABILITIES
Recording and displaying important events in Eternian history

[illegible] MIKE YOUNG PRODUCTIONS (MYP) ANIMATED SERIES
Kept by the Sorceress at Castle Grayskull, the Book of Yesterdays contained a record of all the important events in Eternian history, big or small. The Sorceress (in disguise) told Orko this was quite prominent in the book. Its images acted as magical "windows," playing out scenes of the events it had recorded.

BRAIN AMPLIFIER

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Increasing intelligence

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Brain Amplifier was a device which could increase one's intelligence. Skeletor took it from Kiriad and used it to make Slush Head, Quakke (Butthead), and Staghorn smarter. The Brain Amplifier worked a little too well and turned the Mutants into geniuses who rebelled against Skeletor and Flogg.

BRAIN TRANSFER MACHINE

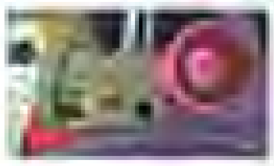
PRIMARY OWNERS
Modulok

SPECIAL ABILITIES
Transferring mind and intelligence from one individual to another

[illegible] FILMATION POP ANIMATED SERIES
Invented by Modulok and housed at Station Zeta, the Brain Transfer Machine could transfer the mind and intelligence of an individual into the mind of another through an experimental rod series.

BRAIN WAVE DETECTOR

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Brain Wave Detector was a device created by Flogg's Slime Mutants to pick up and analyze people's vibrations from miles away, allowing them to be tracked. Skeletor used it to track He-Man until Slush Head accidentally damaged it.



BUBBLE BLOWER

PRIMARY OWNERS
She-Ra

[illegible] POP MINICOMICS
The Bubble Blower was a device employed by She-Ra to produce hundreds of perfect bubbles, which accumulated and formed a crystal-clear defensive shield around her and her allies.

BUBBLE OF POWER

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Creating impenetrable force field

[illegible] GOLDEN BOOKS
Created by the Power Shield Projector, the Bubble of Power was an impenetrable force field bubble.

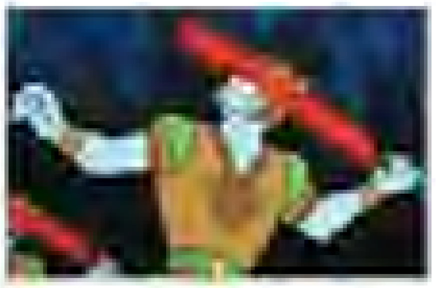
BUBBLE POWER ARMOR

PRIMARY OWNERS
She-Ra

SPECIAL ABILITIES
Enhancing strength and stamina

[illegible] MOTU CLASSICS
After She-Ra led the Etherian Rebels through the Laser Gate to Eternia, she used her Sword of Protection to channel the Power of Grayskull and create new Armor for herself. She created her Bubble Power Armor to increase her strength and stamina in battle. The armor's Bubble Wand let her create great plumes of energy that she could hurl at her enemies.

BRIGHT CLAWS



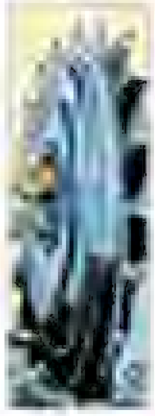
PRIMARY OWNERS
Hagnar

[illegible] FILMATION POP ANIMATED SERIES
Bright Claws were swords wielded by the Magicats. When thrown, one would become a red bolt of powerful energy.

BUZZ-WHEEL OF DESTRUCTION

PRIMARY OWNER:
Two Bad

[illegible] UK MOTU COMIC MAGAZINE



Invented by Two Bad to garner favor with Skeletor, the Buzz-Wheel of Destruction could be sent on a course toward a target and use its sharp edge to send buildings crashing to the ground. It was destroyed when He-Man diverted its course away from Eternos and Two Bad was forced to activate its self-destruct mechanism to prevent it from leveling Snake Mountain.

CABINET OF WONDERS

PRIMARY OWNER:
Evil-Lyn

SPECIAL ABILITIES:
Swapping individuals

[illegible] FILMATION MOTU ANIMATED SERIES
The brightly colored Cabinet of Wonders, when used in conjunction with the Swapping Staff, could cause the persons inside it to disappear by swapping them for another individual.

CANINE CARVING

SPECIAL ABILITIES:
Holding the Dogs of War in a dimensional prison

[illegible] UK MOTU COMIC MAGAZINES
The Canine Carving represented Canis, the demonic leader of the legendary Dogs of War. It was shaped by a great sorcerer many centuries ago. It was in fact a prison designed to hold the Dogs of War in the dimension in which they had been imprisoned by the Elders of Eternia. When Skeletor directed a blast of magic at it, the statue unleashed the entire army of Dog Soldiers from their prison. He-Man defeated the Dogs of War and the jackal statue reappeared, indicating that Canis and his army had returned to their ten-thousand-year sleep.

CAPE OF NIGHT

PRIMARY OWNER:
Shadow Weaver

[illegible] FILMATION POP ANIMATED SERIES
The Cape of Night was created by Shadow Weaver's dark magic. Placed around the neck of the intended victim and used in conjunction with the Gem of Sight, the green cape would move in certain directions to suggest which route an individual should take, allowing the Horde to control the movements of that person.

CAPTURE BOT

[illegible] FILMATION POP ANIMATED SERIES
The Capture Bot, designed to be effective if not durable, used its prominent claws to ensnare its victim. The robot bore more than a passing resemblance to Skeletor's Mosquitor Robots.

CAPTURE FIELD GENERATOR

PRIMARY OWNER:
Man-At-Arms

SPECIAL ABILITIES:
Producing force field around enemies

[illegible] STAR/MARVEL INTERNATIONAL/CONDOR MOTU COMICS
Built into Man-At-Arms' armor, the Capture Field Generator sent out a ray that created an impenetrable force field around a foe.

CARPET OF CHAOS

[illegible] UK MOTU COMIC MAGAZINES
The Carpet of Chaos was an enchanted carpet located at the Well of the Forgotten. All who walked upon it were granted vast magical powers. Each of the powers, represented by a variety of arcane symbols, could be used only once. The carpet was rendered useless when Orko tricked Skeletor into using up all the arcane symbols, after which Battle Cat used it as a sleeping mat.

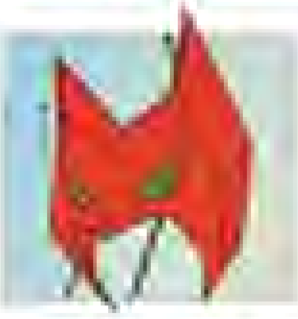
CASTLE GRAYSKULL'S SUPER COMPUTER

PRIMARY OWNERS:
Man-At-Arms
He-Man

SPECIAL ABILITIES:
Synthesizing language
Long-distance monitoring

[illegible] LADYBIRD MOTU BOOKS
Castle Grayskull's Super Computer was linked to the Heroic Warriors' vehicles. It was also connected to the Battle Telescope within Eternos's walls. The computer had a built-in Language Synthesizer and also served to keep an eye on Eternia, which could be viewed on a high-tech monitor.

CATRA'S MASK

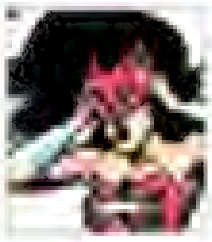


PRIMARY OWNERS
Catra

SPECIAL ABILITIES
Transforming its wearer into a panther

[illegible] FILMATION HE-MAN ANIMATED SERIES

Catra's Mask was an ancient artifact which the Horde stole from the queen of the Magicats shortly after imprisoning her. When Catra placed the mask over her eyes, she was able to transform into a panther. Catra's Mask was also capable of firing a beam of ice that could freeze anyone, although this knowledge was wiped from her mind by the Magicats.



[illegible] POP MINICOMICS

Catra possessed a magical mask which, when worn over her eyes, enabled her to transform into a small but fierce feline.

[illegible] MOTU CLASSICS

The Evil Horde gave a magical mask to Queen Catra of Etheria that the Sh-Solar System when she joined their intergalactic army. The mask granted her secret powers, including the power to transform into a panther. This evil magic made her a dangerous warrior for the Horde on both Eternia and Etheria.

CATRA'S SWORD OF EVIL

PRIMARY OWNERS
Catra

SPECIAL ABILITIES
Performing powerful magic (at first only twice, then useless afterward)

[illegible] UK POP COMIC MAGAZINE

Catra desired a sword of her own just like She-Ra's so she could have power equal to that of She-Ra. She captured Madame Razz, Broom, and the Twiggets and forced them to make her a Sword of Evil that would be just like She-Ra's, only to be wielded for evil purposes. They complied and made the sword, but Madame Razz used her magic to set the sword so it would only work twice and afterward be useless.

CATRA'S WAND

PRIMARY OWNERS
Catra

[illegible] FILMATION POP ANIMATED SERIES

Catra's Wand was a unique device that fired a beam which could change the weight of an object, and even its shape.

CATSCOPE

PRIMARY OWNERS
Catra

SPECIAL ABILITIES
Viewing objects over great distances

[illegible] LADYBIRD MOTU BOOKS

Mounted atop Cat Tower, the Catscope allowed Catra to view objects at great distances and spy on the Great Rebellion.

CELESTIUM

[illegible] UK POP COMIC MAGAZINE

Celestium was a mineral coveted by Hordak for use in his experiments. The only known deposits of it on Etheria were located beneath the Northern Mountains in the Kingdom of the Snows.

CHAIN SWORD

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Chain Sword was a deadly weapon constructed by the Blacksmith of Ordus. It was stolen by Needle Nose but later returned by Skeletor to earn the blacksmith's trust.

CHAMBER OF YOUTH

PRIMARY OWNERS
Hordak

SPECIAL ABILITIES
Causing a person to grow younger

[illegible] UK MOTU COMIC MAGAZINE

Invented by Hordak and powered by the Elixir of Youth, the Chamber of Youth made anyone within it grow younger and younger, regressing into childhood.

CHIEF MERLO'S STAFF

[illegible] FILMATION MOTU ANIMATED SERIES

Possessed by the Mountor Shaman, Chief Merlo's Staff could magically remove a variety of twisted plant life located within the Vine Jungle. When used, the head atop the staff glowed.

CHIMERA ACID BOMB

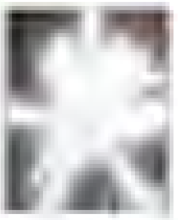
[illegible]

SPECIAL ABILITIES
Death

[illegible] DC MOTU COMICS

Due to its ability to be mystically disguised as anything (for example, a baby), the Chimera Acid Bomb was a prime instrument for assassination. One such device was used in an attempt to murder the Sorcerer, He-Man's ultimate frontline.

CHRODIUM



[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Chrodium was an extremely strong alloy which was blinding when exposed to direct sunlight.

CIRCUIT CONFUSERS

PRIMARY OWNERS
Great Rebellion

SPECIAL ABILITIES
Rendering computer-based devices [illegible]

1990 PRINCESS OF POWER ANIMATED SERIES
Circuit Confusers rendered any computer-based device useless. The Great Rebellion used them against Horde Troopers.

CITRINES

1986 UK WORLD (MOTU ANNUAL)
Citrines were varieties of quartz with a medium golden-yellow color.

CLOAK OF INVISIBILITY

PRIMARY OWNERS
Great Rebellion

SPECIAL ABILITIES
Invisibility

1985 LADYBIRD MOTU BOOKS
The Cloak of Invisibility was a magic cloak that made the wearer invisible. Adora used this cloak to help her rescue Bow from the clutches of Catra, who had imprisoned him in a clearing of the Forest of Fear.

CLOAKING SHIELD

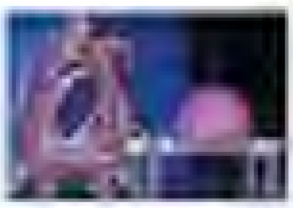
SPECIAL ABILITIES
Invisibility
Undetectability

2002 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Cloaking Shield was a special feature of the Starship Eternia that rendered the ship invisible and undetectable by [illegible] sensors.

CLONING MACHINE

PRIMARY OWNERS
Scientists of Primus

SPECIAL ABILITIES
Cloning people



2002 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Cloning Machine was a device constructed by the Scientists of Primus based on designs left in a supercomputer by Skeletor. It created clones of the Inner Council members at Master Skeletor's instruction, but the clones proved to be unstable and fell under Skeletor's control.

CLOUD COVER DEVICE

PRIMARY OWNERS
Evil Horde

SPECIAL ABILITIES
Cloud creation

1985 PRINCESS OF POWER ANIMATED SERIES
The Cloud Cover Device was a Horde machine, generally found on their aircraft, which would shroud a vehicle in a cloud to catch enemies by surprise.

CLOUD-MAKING MACHINE

PRIMARY OWNERS
Evil Horde

SPECIAL ABILITIES
Cloud creation

1986 UK POP COMIC MAGAZINE
The Cloud-Making Machine was a device employed by Hordak during his early assaults on

Castle Bright Moon. The device generated thick clouds to blank out moonlight, the source of power for Bright Moon.

COLLAR OF ALDRUSAR

PRIMARY OWNERS
Evil Warriors

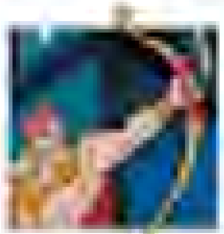
SPECIAL ABILITIES
Forcing the wearer to tell the truth

1987 MOTU FILM
The Collar of Aldrusar was a large techno-collar that, when placed around someone's neck, would draw their voice and force them to tell the complete truth.

COMBOW

PRIMARY OWNERS
Bow

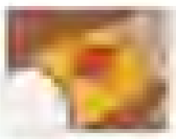
SPECIAL ABILITIES
Transformation from bow to musical instrument
Changing size



1985 PRINCESS OF POWER ANIMATED SERIES
Bow's Combow was both bow and musical instrument. It could be transformed into a harp and also used as a bow suitable for his superb marksmanship. It could shrink in size until only its familiar size visible, allowing Bow to carry it under his cape.

COMLINK

SPECIAL ABILITIES
Communication



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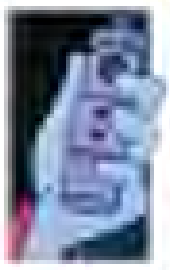
COMMUNICATORS

PRIMARY OWNER
Man-At-Arms



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COMPACTO-FIELD

PRIMARY OWNERS
[illegible]

SPECIAL ABILITIES
[illegible]

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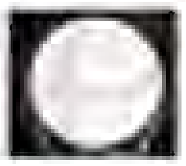
COMPASS



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[illegible]

CONSOLE AND CONTROL PANEL

PRIMARY OWNERS
Masters of the Universe

[illegible] [illegible]
[illegible]

CONVERTER

PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
[illegible]

[illegible]
[illegible]

CORALS OF PROMISE

SPECIAL ABILITIES
[illegible]

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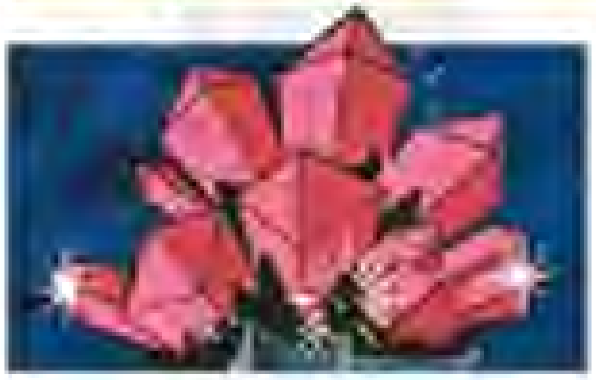
CORIDITE



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OTHER NAMES
[illegible]

SPECIAL ABILITIES
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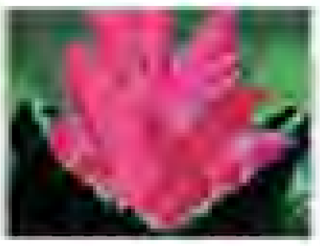

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[illegible]
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CONDITE REACTOR

PRIMARY OWNERS
Man-At-Arms
Widgets

SPECIAL ABILITIES
Generating energy

1983 FILMATION MOTU ANIMATED SERIES
The Condite Reactor was invented by Man-At-Arms and built by the Widgets to convert the Condite's power into safe energy for much of Eternia. The reactor exploded, however, due to a piece of faulty Condite.

COSMIC BOMB

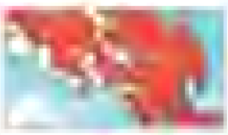
1986 UK MOTU COMIC MAGAZINES
The Cosmic Bomb was a weapon brought to Eternia by two aliens from opposing armies as the prize for a race wherein He-Man and Skeletor were pitted against one another to determine the victor of the war on the aliens' home world. The winner of the race would be given the Cosmic Bomb which would allow them to rule Eternia.

COSMIC CLOCK

SPECIAL ABILITIES
Controlling time

1984 GOLDEN MOTU BOOKS
The Cosmic Clock was a powerful magical clock that allowed the possessor to control time when the clock struck twelve.

COSMIC CLOUD



1987 ITALIAN MAGIC BOY MAGAZINES
The giant Cosmic Cloud from Lilliput III mysteriously approached Eternia one day and caused its entire populace to shrink to the size of mice. Hordak and his Evil Horde escaped the cloud's effects by entering a dimensional portal to Etheria. They returned to Eternia shortly thereafter and began terrorizing its miniaturized inhabitants. Fortunately, the Cosmic Cloud's effects were short-lived, and those affected by it soon returned to normal size.

COSMIC CONVERTER

PRIMARY OWNERS
Beast Man
Skeletor

SPECIAL ABILITIES
Mind control

1986 UK MOTU COMIC MAGAZINES
The Cosmic Converter was a mind control device Skeletor stole from the Alien Universal Station. It allowed the wielder to command another to do their bidding and follow their every command.

COSMIC CRYSTAL

1986 UK MOTU COMIC MAGAZINES
Five thousand years before He-Man, the Council of Elders made plans to protect Eternia from the forces of evil. The Council forged their mystic powers through the Cosmic Crystal and created a citadel, Castle Grayskull.

COSMIC EGG

1987 ITALIAN MAGIC BOY MAGAZINES
According to legend, the Cosmic Egg was laid by the Snake Goddess. Within the egg was the incredibly powerful Black Crystal of Power. King Hiss and the Snake Men once forced the Sorceress to transform into Zoar so that she could brood the egg.

COSMIC GEM

1987 ITALIAN MAGIC BOY MAGAZINES
The enormous Cosmic Gem was kept in a tower on Edenmoor Island. The cosmic waves which emanated from the gem controlled the monstrous squid that dwelled in the waters of Edenmoor.

COSMIC KEY

PRIMARY OWNERS
Gwildor

SPECIAL ABILITIES
Traveling through space and time

1987 MOTU MINICOMICS
The Cosmic Key was a powerful device built by the dimensional scientist Gwildor. A seemingly simple mechanical contraption, it could unlock gateways through time and space. It could transport its user across the universe in an instant or, when used in conjunction with the power of the Central Tower, open passages through time, enabling a person to travel into the past and possibly the future.

1987 MOTU FILM
Gwildor built two Cosmic Keys: a mock key and a working prototype. Once the user computed the proper gravitonic tones, the key would open a gate to anywhere in time and space. It was used to travel between Castle Grayskull and Earth, as well as back and forth from Eternia to Earth. When activated, the key played a sequence of tones, its top spun, and lights appeared above it. Eventually the lights would create a doorway.

2008 MOTU CLASSICS
The Cosmic Key was the greatest invention of the brilliant Gwildor on the planet Eternia. It could harness universal energies to create portals through space and time and proved so powerful a prize that Gwildor had to flee his home and fake his own death in order to escape the forces of evil who pursued it. The Cosmic Key could channel the power of Central Tower which was also connected to time travel.

When He-Man became King of Eternia, he created the Time Agents to protect Eternia's history and had them reverse engineer the Cosmic Key to create the Mighty Spector's Vortex Suit.

COSMIC NUTS

PRIMARY OWNERS
Stratos

[illegible] GERMAN HÖRSPIEL AUDIO PLAYS
Brought from the stars to Eternia by the mage Elgion, the walnut-shaped Cosmic Nuts were displayed in a bowl in Stratos's throne room. The nuts were said to be indestructible, and only Trap Jaw could crack one with his steel teeth.

COSMIUM

SPECIAL ABILITIES
Producing powerful but negative effects on He-Man

[illegible] UK MOTU COMIC MAGAZINE
A rare and enchanted material, Cosmium had unpredictable negative effects on He-Man. Once, it separated Prince Adam from his alter ego, making He-Man a rampaging menace who attacked the heroes. Another time, it seriously weakened him.

COUNTER-IMMOBILIZER CHIP

PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
Nullifying effects of the Kosmic Immobilizer

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The Counter-Immobilizer Chip was an invention of Man-At-Arms which nullified the effects of another of his inventions, the Kosmic Immobilizer.

CRAWL BOMB

PRIMARY OWNERS
Evil Warriors

[illegible] US MOTU COMIC MAGAZINE
Invented by Two Bad, the Crawl Bomb was a large explosive weapon mounted on elliptical wheels which would move automatically toward Eternos City. The machine was armed with lasers and photon cannons, and the bomb contained enough explosives to wipe out Eternos. An accompanying control panel enabled the user to detonate the bomb whenever they chose.

CRETARIUM

[illegible] FILMATION MOTU ANIMATED SERIES
Cretarium was said to be the strongest metal in the universe. It was used for the bars of a prison in the Fright Zone.

CRIMSON PEARL

PRIMARY OWNERS
Moss Man

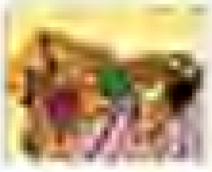
SPECIAL ABILITIES
Summoning and controlling Kobbol

[illegible] FILMATION MOTU ANIMATED SERIES
The Crimson Pearl was the only object on Eternia that could summon and control the mighty sea demon Kobbol. The pearl was placed within the tip of a spear by Moss Man, but was subsequently destroyed by Zoar.

CRITA'S RING

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Crita's Ring was a piece of jewelry capable of firing blinding energy blasts.

CROOKED CROWN



[illegible] GOLDEN POP BOOKS
The Crooked Crown was a cursed magical object that urged its wearer to use its powers for good, but the results of doing so were always negative. For example, as the person wearing the crown did good deeds, their head slowly began to grow too large for their body.

CROWN OF KNOWLEDGE

[illegible] FILMATION MOTU ANIMATED SERIES
The Crown of Knowledge was endowed with all of the wisdom of King Jarod, one of the most important figures of Eternian history. It possessed powers of its own and was capable of speech. King Jarod hid it away in a safe place protected by various traps and spells.

CROWN OF TARN

PRIMARY OWNERS
Queen Amura

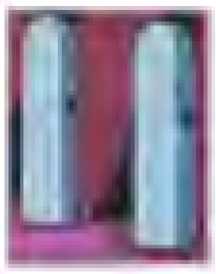
SPECIAL ABILITIES
Preventing wars, riots or rebellion

[illegible] UK WORLD MOTU ANNUAL
The Crown of Tarn was rumored to display magic powers when the true sovereign of the kingdom of Tarn wore it. Because of the crown's magic, there were no wars, riots, or rebellious acts within the kingdom. The last known wearer of the Crown was Queen Amura...

CRYONIC CAPSULES

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Inducing suspended animation



1983 FILMATION HE-MAN ANIMATED SERIES
Kept aboard Skeletor's Collector, the Cryonic Capsules would freeze someone in a suspended state until the capsule was opened.

CRYSALISM

1986 UK HE-MAN COMIC MAGAZINES
The rarest ore on Eternia, Crysalism was used to power Hordak's Time Portal machine.

CRYSTAL BALL

1983 FILMATION HE-MAN ANIMATED SERIES
Skeletor's Crystal Ball, which could magically appear and disappear at his command, would project images of his choosing to his face.

CRYSTAL BELT

PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
Weakening the wearer when committing evil acts

2002 MIKE YOUNG PRODUCTIONS HE-MAN ANIMATED SERIES
An invention of Man-At-Arms, the Crystal Belt displayed a pinkish gem created from the last of the water collected from Lake Vishnu, a pink lake that only appeared on Eternia's plane of existence every one thousand years in the Plains of Perpetua. When worn, the wearer became weaker with each evil act they performed.

CRYSTAL DOME GENERATOR

PRIMARY OWNERS
Evil Horde

SPECIAL ABILITIES
Generating a crystal dome

1985 FILMATION POP ANIMATED SERIES
The Crystal Dome Generator was brought to Etheria by Horde inventor Modulok. The large device could generate an indestructible crystal dome over any location.

CRYSTAL GLOBE

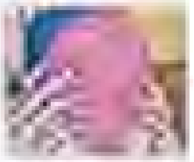
PRIMARY OWNERS
Evil Warriors

SPECIAL ABILITIES
Impenetrability

1983 GOLDEN HE-MAN BOOKS
The Crystal Globe was the impenetrable bubble in which the Lady Irena was imprisoned by Beast Man in the Silent Swamp. The only way to free her before she ran out of oxygen was to use Orko's Magic Flute to shatter the Crystal Globe.

CRYSTAL OF ALLENAR

PRIMARY OWNERS
Zodamus



1983 FILMATION HE-MAN ANIMATED SERIES
The Crystal of Allenar was a large pink gem stored deep within Castle Grayskull. When held, the magical properties of the crystal allowed the Sorceress to maintain her human form outside the castle, but only for a limited period of time.

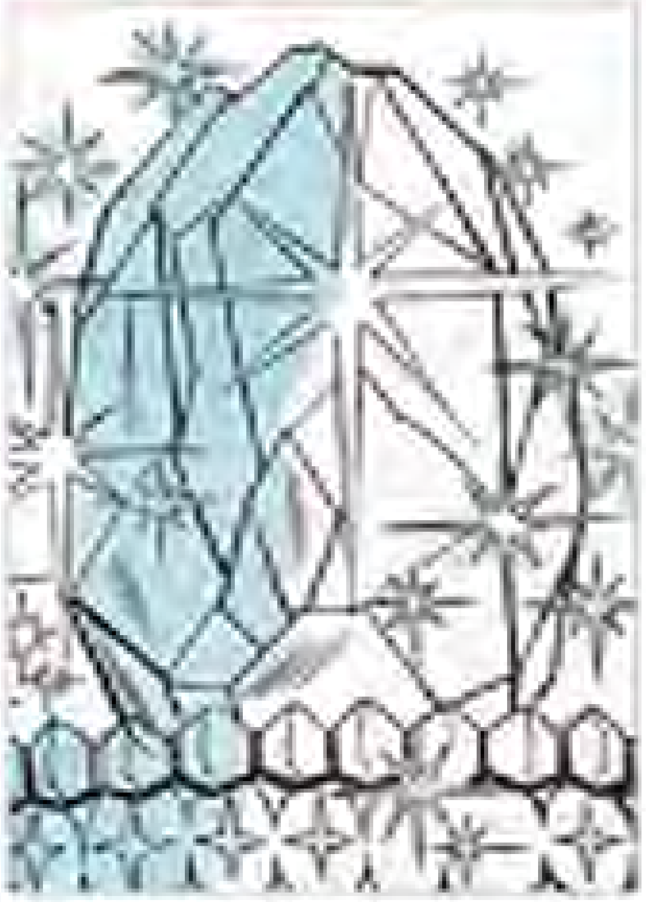
CRYSTAL OF CRYSTALS

PRIMARY OWNERS
Hordak

SPECIAL ABILITIES
Transforming persons & scenery into glass

1986 UK HE-MAN COMIC MAGAZINES
The Crystal of Crystals had the power to turn any person or object into glass. When Hordak placed it inside his Horde Mortar, he fired the crystal above Thenius City. It exploded and its pieces descended upon the city, turning the whole of Thenius, including people and buildings, into glass.

CRYSTAL OF KNOWLEDGE



PRIMARY OWNERS
Council of Elders
Sorceress

SPECIAL ABILITIES
Divination

1985 GOLDEN HE-MAN BOOKS
The Crystal of Knowledge was a mystic crystal in which the Council of Elders placed all of their accumulated knowledge. It was kept in a windowless chamber deep within the bowels of Castle Grayskull. In addition to the wisdom it held, it could show visions of the future.

CRYSTAL OF MENTALITE

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Telepathy

[illegible] [illegible]
The Crystal of Mentalite was a green artifact which could be used to send out telepathic messages. It was destroyed during a battle between the Heroic and Evil Warriors.

CRYSTAL OF PRASINUS

PRIMARY OWNERS
People of Vernian Village

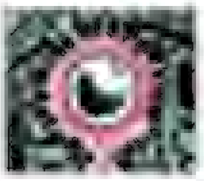
SPECIAL ABILITIES
[illegible]

[illegible] [illegible]
A giant green, glowing gem, the Crystal of Prasinus was located in the village of Vernian atop a high tower. Its magic made all the crops in Vernian grow to enormous size with unsurpassed flavor. One such fruit was the Frooptoberry which the queen of [illegible] had a liking for.

CRYSTAL OF THE CAVERNS

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
[illegible]



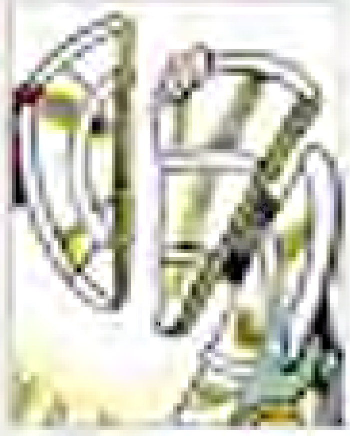
[illegible] [illegible]
A spherical globe surrounded by glowing energy, the mystical Crystal of the Caverns enabled Skeletor to focus his psychic energies on the Talon Fighter and snatch it from the grasp of Castle Grayskull.

CRYSTAL SENSOR

PRIMARY OWNERS
Scientists of Primus

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Crystal Sensor was a device created by Primus's scientists to lead He-Man to the Nordor Crystal. A fragment of the crystal from the university of Knowledge's vaults was required to activate the Crystal Sensor.

CRYSTAL SHIELD



OTHER NAMES
Shield of Protection

[illegible] [illegible]
The Crystal Shield, also called the Shield of Protection, was a magical shield which had once protected Eternia from a great disaster. For unknown reasons, the Crystal Shield was broken into three parts and hidden across Eternia. Its reassembly caused the destruction of the Book of Evil.

CURSED BLADE

[illegible]

PRIMARY OWNERS
Saryn
Adora

SPECIAL ABILITIES
[illegible]

[illegible] [illegible] COMICS
The ancient Cursed Blade was given to Saryn by [illegible] of the Council of Elders, King Hssss in disguise, so that she could assassinate King Grayskull. It was likely a relic of the Snake Men. In addition, the Cursed Blade slowly drove its wielder insane.

After killing Grayskull, Saryn fled with the Sword of Protection to the island of [illegible] where she became a [illegible] witch with an [illegible] lifespan. Later, the Cursed Blade was given to Adora so that she could kill Saryn and claim the Sword of Protection. Adora was able to overcome the impending madness caused by the blade, and once Saryn was killed, the Cursed Blade disintegrated, finally breaking the [illegible].

DARK BLASTER

PRIMARY OWNERS
[illegible]

[illegible] [illegible] POP ANIMATED SERIES
[illegible]'s Dark Blaster was a weapon that fired a beam of [illegible] light powerful enough to strike She-Ra [illegible]. Its full capabilities remained unclear as Shadow Weaver's magic interfered with [illegible].

DARK PEARL

[illegible] [illegible] POP COMICS
The Dark Pearl was a powerful artifact located on the mystical island of [illegible] on Eternia. The pearl possessed the power to drain all light and could plunge the entire world into total darkness.

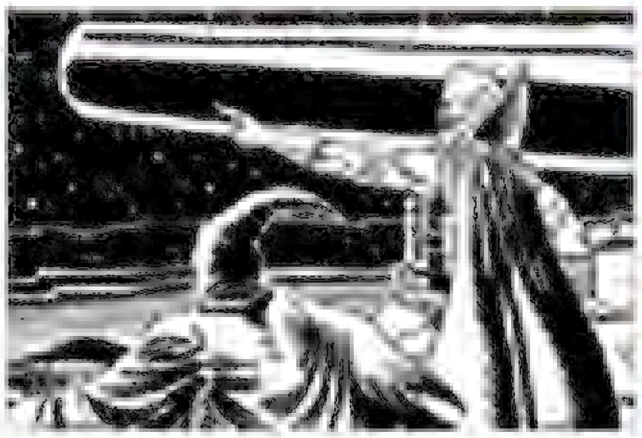
DARK STAR FRAGMENT

[illegible] US MINI MAGAZINE

The Dark Star was an anti-planet/body that nearly destroyed Eternia ten thousand years in the past.

When the Dark Star returned in He-Man's time, it emanated more evil than ever before. Skeletor managed to obtain a powerful fragment of the Dark Star. The fragment, which resembled a round, green meteorite, could unleash an unspeakable darkness, potentially enveloping all of Eternia. Furthermore, if the shadow cast by the Dark Star Fragment fell upon someone, that person could be enslaved by its power.

DARK-RAY



PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Producing darkness

[illegible] UK POP COMIC MAGAZINES

The Dark-Ray was a weapon used by Skeletor to project darkness at Castle Grayskull Moon during a lunar eclipse, further weakening the [illegible].

DEENOS GAS

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Deenos Gas was one of the deadliest substances in the universe. After the Chemical Wars, all remaining Deenos Gas was placed onto the spaceship Flatsamm 3 and set to indefinitely travel the galaxy, protected by robot guardians. Even a small amount of Deenos Gas could wipe out all life on a planet.

DEMON BREW

PRIMARY OWNERS
Evil-Lyn

SPECIAL ABILITIES
Shrinking

[illegible] GERMAN HIBBLE MOTU COMICS

Concocted by Evil-Lyn, the Demon Brew was a potion that, once imbibed, would shrink the victim down to a harmless size. Skeletor once used the potion to poison the water supply inside the [illegible] in the Royal Palace. This caused Prince Adam and some of the Heroic Defenders to shrink for several hours.

DETECTION DEVICE

[illegible] FILMATION MOTU ANIMATED SERIES

Man-At-Arms' Detection Device was a portable piece of equipment that had the ability to pick up distress signals. The device had a dish array and could be held in one hand.

DETERIUM

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Deterium was a rust-colored metal with unknown properties that attracted Trap Jaw when he consumed it.

DIADEM OF TEMPTATION

PRIMARY OWNERS
Glimmer

SPECIAL ABILITIES
Illumination
Showing visions of a false future

[illegible] MATTEL POP AUDIO TAPES

Glimmer's diadem, like her scepter, provided light to guide the way. When Glimmer was lured into Catra's cave, the headpiece was transformed by evil magic into the Diadem of Temptation and showed Glimmer a false vision of the future.

DIAMOND RAY OF DISAPPEARANCE

OTHER NAMES
Diamond of Disappearance

[illegible] FILMATION MOTU ANIMATED SERIES

The legendary Diamond Ray of Disappearance had the power to make a person disappear. It could not be held by the wielder and thus was kept inside a small box.

When someone looked at the diamond, a ray would project from it and transport them to a limbo-like dimension.

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

In the MYP animated series, the Diamond Ray of Disappearance was said to be able to eradicate anything in its path. It had been hidden in an ice cave by the Council of Elders. It was destroyed by He-Man before Skeletor could take possession of it.

DIAMOND SWORD OF GORAN

SPECIAL ABILITIES
Invincibility

[illegible] HE-MAN AND SHE-RA [illegible]
The ancient Diamond Sword of Goran was a legendary weapon whose power was said to be beyond comprehension, rendering its wielder virtually invincible. The sword was found by a team of archaeologists in an Eternian desert. It was subsequently destroyed during a duel between He-Man and Skeletor when a bolt of lightning struck it, turning it into coal-like shards.

DISC DEVICE

PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
Detecting Horde [illegible]

[illegible] FILMATION
HE-MAN ANIMATED SERIES
Designed by Man-At-Arms, the Disc Device could detect the Horde and alert the user to their number by beeping.

DICTATION MACHINE

PRIMARY OWNERS
Gwildor

[illegible] NEW ADVENTURES OF HE-MAN
ANIMATED SERIES
The Dictation Machine was a device used by Gepplo to record his scientific notes. As he spoke, a pair of robotic hands would make notes on a small portable computer.

DIGITIZING RAY TRANSPORTER

PRIMARY OWNERS
Mosquitor
Sleazoid

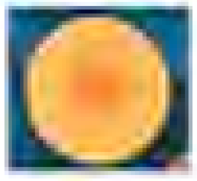
SPECIAL ABILITIES
Digitization and transport of living things into a computer

[illegible] NEW ADVENTURES OF HE-MAN
ANIMATED SERIES
The Digitizing Ray Transporter was a device created by [illegible] and Sleazoid. It could digitize a living thing and transport it into a computer.

DIMENSION SPHERE

OTHER NAMES
Secret Thing

SPECIAL ABILITIES
Opening Dimensional gateways



[illegible] FILMATION HE-MAN
ANIMATED SERIES
The Dimension Sphere was a yellow sphere with an orange center that was kept hidden inside a wall of Castle Grayskull. It could be used to open gateways to any dimension. During the days of the Old Kingdom, Zodak and Orko were the keepers of the sphere.

DIGGER

PRIMARY OWNERS
Arcadians

[illegible] FILMATION
HE-MAN ANIMATED SERIES
Used by the slave drivers of Arcadia to mine Arcadite, Diggers were boxy devices which produced focused blasts in rapid succession, slowly boring into rock.

DISINTEGRATOR

PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
Disintegration

[illegible] [illegible]
LONDON HE-MAN COMIC
The Disintegrator was a large energy blaster developed by Man-At-Arms which could vaporize any target. The Heroic Warriors attempted to use it against Snake Mountain.

DISRUPTOR

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Mental disruption

[illegible] NEW ADVENTURES OF HE-MAN
ANIMATED SERIES
The Disruptor was invented by Skeletor to disturb the mental energies of individuals at an appointed time. He used it against Primus's Inner Council, causing the shield around Primus to lower.

DISRUPTOR BOMB

PRIMARY OWNERS
Skeletor

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Disruptor Bomb was a powerful explosive of Mutant design. Skeletor planned to have his undercover agent, Sean, detonate a Disruptor Bomb and destroy the Sky Observatory.

DISSOLVO BEAM

PRIMARY OWNERS
The Horde

1985 FILMATION SPOR ANIMATED SERIES
Controlled by two Horde Troopers, the Dissolvo Beam was a wheeled-mounted energy cannon capable of destroying anything in its path.

DISTRESS SIGNALER

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Distress Signaler was a device with which one could record a distress signal. Skeletor used one to lure Caz into a trap.

DOOM SEEKER

PRIMARY OWNERS
Tri-Klops

SPECIAL ABILITY
Reconnaissance

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
Doom Seekers were small flying, robotic drones developed by Tri-Klops for the Evil Warriors to collect reconnaissance on their enemies by recording events and transmitting footage.

They were controlled remotely from Tri-Klops's visor or from his wrist, but seemed to have some kind of autonomy, as well. They could defend themselves with a laser blast when detected or threatened.

DOOMSDAY WEAPON

PRIMARY OWNERS
Hordak

1986 UK MOTU COMIC MAGAZINE
The Doomsday Weapon was invented by Hordak to extract the energy from a planet's core, leaving it a lifeless husk. He almost destroyed the home world of the Rock People while obtaining the energy source required to power the machine. Ultimately, before Hordak could use it against Eternia, the weapon was destroyed by the cooperative efforts of Stonedar and Rokkon.

DRAGON BOX

PRIMARY OWNERS
Fisto

1985 GOLDEN MOTU BOOKS
The beautifully crafted Dragon Box was decorated with images of dragons and contained a parchment that revealed the whereabouts of the last dragon egg on Eternia. Fisto spent years searching before he found the elusive Dragon Box.

DRAGON EGGS

1983 FILMATION MOTU ANIMATED SERIES
Located in Dragonmount on Eternia, the Mother Dragon's dragon eggs were approximately the same size as Orko. Skeletor used a growth serum on the eggs in order to speed up the hatching and aging process.

1985 GOLDEN MOTU BOOKS
The last dragon egg on Eternia resembled a large crystal. When the egg hatched, Skeletor attempted to take the baby dragon. Fortunately, the dragon's mother appeared to claim her offspring.

DRAGONPEARL

SPECIAL ABILITIES
Amplifying and [illegible] magical abilities

[illegible] FILMATION HOTU ANIMATED SERIES
One of the most powerful objects on the planet Eternia, the Dragonpearl could amplify one's magical abilities a hundredfold, according to Skeletor. He and Evil-Lyn both briefly used it to increase their powers. It was also used to imprison and drain the magic from the Sorceress.

DREAM EXPLORER

PRIMARY OWNERS
Evil Mutants

SPECIAL ABILITIES
Entering the dimension of dreams

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Dream Explorer was a device invented by the Mutants to allow one's mind to enter the dimension of dreams. The Mutants planned to use it to [illegible] the dreams of the Inner Council.

DREAMSPHERE

SPECIAL ABILITIES
Causing hallucinations

[illegible] UK MOTU COMIC MAGAZINES
The Dreamsphere was a large sphere located at the center of the maze in Viper Tower. It caused hallucinations, [illegible] phantom foes and demons which appeared real. These false enemies could only be defeated by the fact that they were [illegible]. [illegible] and [illegible] were lured He-Man and [illegible] into the Dreamsphere shortly after the heroes [illegible] Viper Tower.

DRILL MACHINE

PRIMARY OWNERS
[illegible]

SPECIAL ABILITIES
[illegible]

[illegible] UK MOTU COMIC MAGAZINES
Hordak attempted to use the Drill Machine to tunnel underneath Eternia and attack the city from below.

DROID OF DESTRUCTION

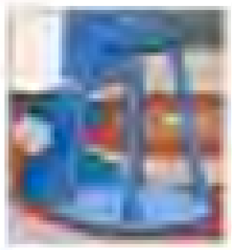
PRIMARY OWNERS
Hordak

[illegible] UK MOTU COMIC MAGAZINES
The Droid of Destruction was a mechanical robot created by Hordak to home in on He-Man's specific brain wave pattern. The droid possessed the ability to fly or become [illegible] and it had considerable firepower and could transform its hands into whirling blades. It was ultimately destroyed by He-Man.

DUPLICATOR

PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
[illegible] duplication



[illegible] FILMATION HOTU ANIMATED SERIES
Man-At-Arms' invention, the Duplicator could create full sized duplicates of anything or anyone. On separate occasions both He-Man and Skeletor stepped into the machine and created [illegible] versions of themselves.

DURA-PLAST CAGE

PRIMARY OWNERS
Evil Warriors

[illegible] FILMATION HOTU ANIMATED SERIES
The material used to construct the Dura-Plast Cage was impervious to the effects of the Reducto Ray. Hung from the ceiling inside Snake Mountain, it was used to imprison the heroes after they were shrunk by the Reducto Ray.

DYNAMO OF DESTRUCTION

OTHER NAMES
Star Robot

SPECIAL ABILITIES
[illegible]
Flight
Absorbing energy [illegible]

[illegible] UK MOTU COMIC MAGAZINES
The Dynamo of Destruction (also called the Star Robot) was brought to Eternia by Skeletor from an alien planet [illegible] with robots. It proved nearly invincible, as it simply absorbed energy blasts which actually increased its power. It was defeated when He-Man fed [illegible] into it [illegible], causing it to crash.

ECHO CRYSTALS

[illegible] FILMATION MOTU ANIMATED SERIES
Echo Crystals appeared similar to stalagmites and could be found in caverns throughout the Old Vine Jungle on Eternia. Loud noises, even someone talking too loud, would cause them to explode, making them quite dangerous.

ECLIPSE BEAM

PRIMARY OWNERS
Evil Horde

[illegible] FILMATION POP ANIMATED SERIES
The Horde's Eclipse Beam would continuously absorb energy generated by an eclipse and subsequently use that energy to emit an intensely powerful beam at its target.

EGG OF AVION

SPECIAL ABILITIES
Providing power of flight to Avionians
Causing vegetation to flourish

[illegible] FILMATION MOTU ANIMATED SERIES
Situated atop a high peak in Avion, the Egg of Avion was a magical artifact which provided the Avionians with their ability to fly. Proximity to the egg was crucial, as prolonged absence from it would result in a loss of the ability.

[illegible] MV CREATIONS COMICS
In the MV Creations comics, the Egg of Avion showed a (much) different look to one in the Filmation series. The large, golden Egg of Avion was thought to be a legend until Stratos and Hawk acquired it from its last guardian somewhere in the mountains of Eternia. The egg caused things around it to blossom and grow, allowing the Avionians to live off the land and provide for themselves.

ELASTIUM

SPECIAL ABILITIES
Durability
Flexibility
Stretchability

[illegible] FILMATION MOTU ANIMATED SERIES
Elastium was both one of the hardest substances in the universe and a highly stretchable material. Skeletor once tried to catch He-Man and Battle Cat in a net made from it, but Battle Cat could break it with his teeth, much to the surprise of Skeletor.

ELDRITCH BOOK OF SPELLS

PRIMARY OWNERS
Shadow Weaver

[illegible] FILMATION POP ANIMATED SERIES
Thought to have been destroyed a thousand years earlier in the Great Fire of Etheria, the Eldritch Book of Spells was discovered by Shadow Weaver. Between its green covers were numerous dark spells, including one to conjure the Mist of Endless Sleep.

ELECTRIC FORCE SHIELD

SPECIAL ABILITIES
Durability
Heat resistance

[illegible] FILMATION MOTU ANIMATED SERIES
Activated from a device on one's wrist cuff, the Electric Force Shield was both durable and heat resistant.

ELECTRO-BONDS

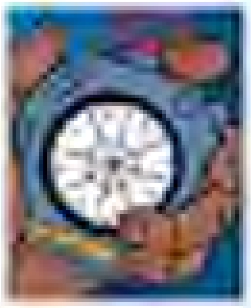
PRIMARY OWNERS
Evil Horde

[illegible] UK MOTU COMIC MAGAZINES
Electro-Bonds were electric shackles employed by the Horde. They were impossible to escape from, even for He-Man.

ELECTRO-COMPASS

PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
Tracking vehicles and energy sources



[illegible] FILMATION MOTU ANIMATED SERIES
Man-At-Arms' Electro-Compass was a handheld device which, when set to the proper frequency, allowed the tracking of large vehicles or power sources.

ELECTRO-NET CANNON

PRIMARY OWNERS
Evil Horde

SPECIAL ABILITIES
Capturing
Imprisonment

[illegible] UK MOTU COMIC MAGAZINES
Invented by Modulok for Hordak, the Electro-Net Cannon spun a web of energy beams around anything in range. If a captive struggled, the web of beams would gain strength from those efforts to escape.

ELECTRONIC SWORD OF POWER

PRIMARY OWNERS
Man-At-Arms
Prince Adam

2004 | MOTU CLASSICS
Man-At-Arms created an electronic version of the Sword of Power for the young Prince Adam to wield during his quest to find the two halves of the original sword as part of the test to prove his worth as the Heir of Grayskull. Once Adam combined the whole sword, he used it to become He-Man, the most powerful man in the universe. Many years later, after Adam had become He-Man permanently and took his place as king following his father's death, he placed the original Sword of He in the Energy Anvil of the castle's main library to symbolize the peace he wished to bring to Eternia. When an outside force invaded Eternia, King He-Man once more wielded the original electronic sword instead of retrieving the Sword of He itself.

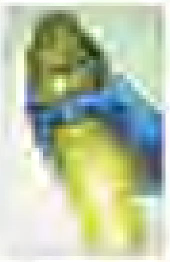
ELECTRO-THOUGHT MONITOR

PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
Monitoring electronic thoughts

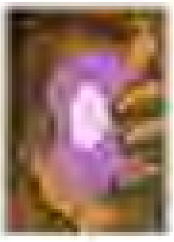
1983 | FILMATION MOTU ANIMATED SERIES
Man-At-Arms' Electro-Thought Monitor allowed the heroes to see and hear the electronic thoughts of Stridor, the robotic horse.

ELIXIR OF SCHNEIDOR



2012 | HYCOLAPTIONS MOTU COMICS
The Elixir of Schneidor was a green, glowing liquid alien to Eternia, which Skeletor obtained from the Altar of Schneidor. It did not respond to any tests that Man-At-Arms attempted to perform upon it. Skeletor used the mysterious elixir to open an interdimensional gateway.

EMERALD OF ORKAS ISLAND



1983 | FILMATION PRODUCTIONS MOTU ANIMATED SERIES
The Emerald of Orkas Island was a pink gem on Orkas Island which Skeletor believed would allow him to maintain an unstoppable assault on Castle Grayskull. When He-Man delivered the gem to King Randor, he ordered it destroyed in the Sands of Fire.

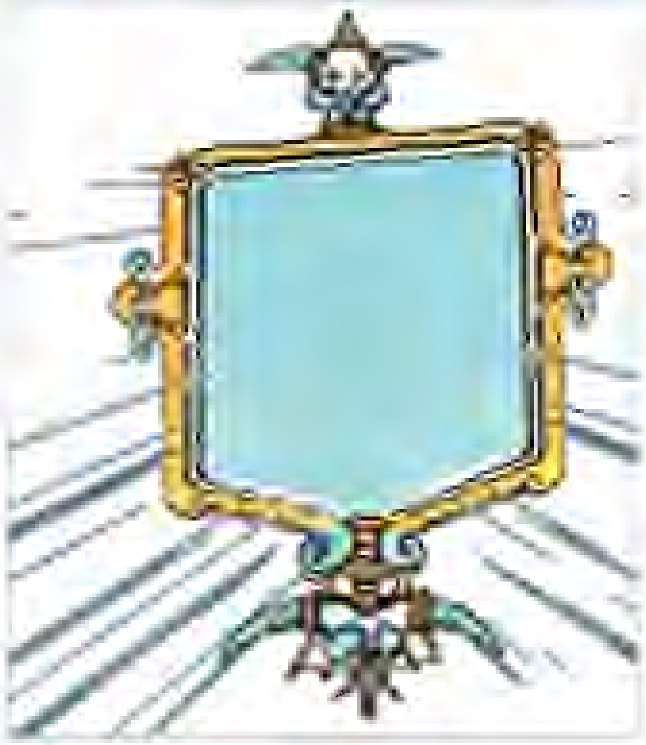
ENCHANTED ACID

PRIMARY OWNERS
Keldor

[illegible]
Melting flesh

2009 | MOTU CLASSICS
During the last battle of the Great Unrest, Keldor produced a vial of magic acid to use against his brother while ordering his forces to retreat from the Hall of Wisdom. Intending the toxic substance to kill his brother, Keldor was foiled by his own evil when it splashed off of Randor's shield and instead burned Keldor's face. The injury proved deadly and forced Keldor to return to Hordak's sanctuary and beg the evil master to save his life. Hordak obliged and combined Keldor with Demo-Man, a native creature of Despondos, creating the Lord of Destruction, Skeletor.

ENCHANTED MIRROR



1986 | [illegible] MOTU COMICS
The ornate Enchanted Mirror could retrieve [illegible] and objects summoned by Evil-Lyn. In one [illegible], the mirror brought her the powerful [illegible].

ENCHANTED VICE

PRIMARY OWNERS
Shadow Weaver

SPECIAL ABILITIES
Exploiting He-Man's weaknesses

1986 | UK MOTU COMIC MAGAZINES
Based on a scan of He-Man's physical form by Hordak's Bio-Graph Machine, the Enchanted Vice was created by Shadow Weaver specifically to capture He-Man and prevent his escape by exploiting his weaknesses. The machine failed, however, when Shadow Weaver mistakenly deployed it on Orko, who had accidentally taken on He-Man's form. Orko's weaknesses were different from He-Man's, so he was able to escape the vice.

ENCHANTMENT NEGA-DISLOCATOR

PRIMARY OWNERS
Hordak

1986 | UK MOTU COMIC MAGAZINES
Intending an assault on Castle Grayskull, Hordak dispatched Mantenna to acquire Joy Dust to power the Enchantment Nega-Dislocator. The machine malfunctioned when the bag of Joy Dust turned out to be Orko's chocolate fudge, leaving Hordak in a sticky situation.

ENCYCLOPEDIA OF EVIL

1990 | NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Encyclopedia of Evil was a multivolume collection of books stored in the Vaults of Zalitus. They were filled with dark magic and evil spells. Skeletor found one volume on Primus and soon sought the entire collection, but it was ultimately destroyed through He-Man and Sonia's combined efforts.

ENERGIZER

PRIMARY OWNERS: Skeletor

SPECIAL ABILITIES: Releasing collected energy

[illegible] FILMATION MOTU ANIMATED SERIES

The Energizer stored the energies collected by the Stone Ray and then emitted them in a concentrated beam. It was used to bring the stone giant Colossus to life.

ENERGON

SPECIAL ABILITIES: Destruction

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Energon was the most destructive material in the universe. Once activated, it devoured everything it touched and could consume entire planets. It could only be destroyed by an energy as [illegible] as its own.

ENERGY ANVIL

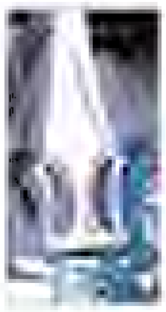
[illegible] MOTU CLASSICS

The Energy Anvil was a magic item stored in Castle Grayskull's library and observatory. After his coronation, King He-Man placed the Sword of He within the Energy Anvil for safekeeping and as a symbol that peace had come to Eternia. [illegible] as a stasis field, the anvil held the sword and would only release it to one of He-Man's own bloodline. In an effort to save his father from Despara's attack, He-Man's son Dare successfully pulled the Sword of He from the Energy Anvil.

ENERGY BLADE

PRIMARY OWNERS: Skeletor

SPECIAL ABILITIES: Lightning-like blasts, Magic



[illegible] [illegible] MOTU BOOKS

Purple in color but otherwise looking exactly like the Sword of Power, the Energy Blade was wielded by Skeletor. It could emit lightning-like blasts of energy and perform various feats of magic.

ENERGY BLASTER

PRIMARY OWNERS: Eternian Royal Guards

[illegible] MOTU CLASSICS

Energy Blasters were handheld weapons wielded by the Eternian Palace Guards.

ENERGY BREEDER

PRIMARY OWNERS: Skeletor

SPECIAL ABILITIES: Dispensing energy blasts

[illegible] [illegible] COMIC MOTU COMICS

During a period of time, while the power of Eternia's sun was failing, Man-At-Arms built a machine to serve as a new sun, Hyperdrive Man-E-Faces. Skeletor obtained the plans and modified them to create the Energy Breeder, a weapon which produced devastating energy blasts. The Sorceress had planted false information into Man-E-Faces' memory, however, and the device malfunctioned.

ENERGY CANNON

PRIMARY OWNERS: Evil Mutants

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Energy Cannon was a powerful weapon unleashed by the Mutants on the Asteroid of Jark.

ENERGY CHAINS

PRIMARY OWNERS: Evil Mutants

SPECIAL ABILITIES: Gaining strength from resistance

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Energy Chains were created by the brain-amplified Mutants and were strong enough to bind He-Man. They gained strength from his struggles, and so he overcame the chains by not fighting against them.

ENERGY CRYSTALS (I)

[illegible] FILMATION MOTU ANIMATED SERIES

Located at Mononia, Energy Crystals were green, iridescent crystals that contained energy [illegible] times more powerful than that of any other crystal on Eternia. One small crystal could provide power enough to light the Royal Palace for over a year.

ENERGY CRYSTALS (II)

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Energy Crystals were used to power [illegible] Mech Suits. In large quantities, they could grant superhuman abilities.

ENERGY GATE

PRIMARY OWNERS
Denizens of Evil

SPECIAL ABILITIES
Teleportation to Grayskull

1984 GERMAN INTERSPOT CONDOR MOTU COMICS
Created by sticking four metal posts into the ground, the Energy Gate was used to transport Skeletor and his minions to Castle Grayskull as quickly as possible. The four-posted generated a field which would send those who stood between the posts to Grayskull.

ENERGY GLOVES

PRIMARY OWNERS
Evil Mutants

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Energy Gloves were one of the many advanced weapons discovered by the Mutants on the Asteroid Ark. They enabled the wearer to fire powerful energy blasts.

ENERGY NOOSE

PRIMARY OWNERS
Man-At-Arms
Teela

SPECIAL ABILITIES
Projecting beam [illegible]

1983 LADYBIRD MOTU BOOKS
The Energy Noose was invented by Man-At-Arms. It was aimed like a weapon and emitted a beam of energy which looped back on itself to create a noose shape. It was used by Teela as a lasso.

ENERGY PISTOL

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Projecting Energy Blasts

1986 UK MOTU COMIC MAGAZINES
The Energy Pistol was a weapon used by Skeletor to shoot enemies with blasts of energy.

ENERGY SYPHON

2012 DC MOTU COMICS
Mystic Energy Syphons were used by Skeletor on Earth to drain the planet of its magic. Placed in key locations around the globe, the syphons were part of an evil plan (concocted by Dark-Orko) to help him conquer Eternia for himself.

IMAGE COURTESY OF DC COMICS

ENTRAPTA'S ATTRACTION DEVICE

1985 FILMATION POP ANIMATED SERIES
Entrapta's Attraction Device was a small, innocent-looking tube which, when activated, would create a field of energy around its victim. The energy subsequently attracted metal objects which would be sent hurtling toward the hapless energized target.

ERGON

PRIMARY OWNERS
[illegible]

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The Ergon was a device created by [illegible] to provide unlimited energy. Evil forces tried to seize the device and caused a cataclysmic disaster that pushed Eternia's civilization back to the Stone Age. For centuries, the device was powerful enough to keep [illegible] alive and the ancient war machines running in the technological zone.

ETERNAL FIRE

PRIMARY OWNERS
Hordak

SPECIAL ABILITIES
Boosting strength
Growth

1986 GERMAN MOTU AUDIO PLAYS
According to ancient legend, the Eternal Fire would give its bearer great power. When Hordak ignited it within the Fright Zone, it caused locusts to grow to enormous size and their power to lay a thousand eggs [illegible]. It burned via a special gas and could not be extinguished through conventional means, but was at last put out when Orko transformed the Eternal Fire into a water fountain.

ETERNIA AND HER MOONS HOLOGRAM

PRIMARY OWNERS
[illegible]

[illegible] MOTU CLASSICS
The hologram of Eternia and her moons was an artificial display produced by a combination of magic and technology in the Eternia Chamber, a hidden room in Castle Grayskull's northeast tower. The hologram was a kind of sidereal and [illegible] model representing Eternia in its modern [illegible].

ETERNIAN CRYSTAL

PRIMARY OWNERS
[illegible]

[illegible] FILMATION MOTU ANIMATED SERIES
The Eternian Crystal was a [illegible] crystal housed within the [illegible] Chamber of Mount [illegible]. It had been created by the Ancients and was guarded by their spirit. It was the only item capable of [illegible] the Energy Beast.

ETERNIAN HARNESS OF HONOR

[illegible]

[illegible] DC HE-MAN/THUNDERCATS COMICS
The Eternian Harness of Honor was a belt signifying duty and a willingness to defend the realm. King Randor received the Harness of Honor from his father, and was prepared to give it to Adam during an important ceremony. Adam missed [illegible] and Randor decided that he was not ready to receive the Harness.

ETERNIAN RAY CANNON

[illegible] FILMATION MOTU ANIMATED SERIES
The Eternian Ray Cannon was positioned on the ramparts of the Royal Palace. Its user [illegible] and operated it via a control panel. It was used to defend the palace from invading armies.

ETERNIAN ROBOT SPY

PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
[illegible]

[illegible] GOLDEN INTERNAL COMICS MOTU COMICS
The Eternian Robot Spy was a device that assisted Man-At-Arms to observe things from great distances. It was controlled remotely from Eternia and sent images to a screen inside of the Royal Palace. The spy was equipped with an energy ray to attack villains.

ETERNIAN STEEL

[illegible] [illegible] MOTU COMICS
Eternian Steel was a strong alloy on the planet Eternia. To boast about the strength of his new weapon, the Spin-Blade, the Evil Warrior Tri-Klops claimed it could cut through any bar of Eternian Steel, which impressed his master, Skeletor.

ETERNIUM

[illegible] FILMATION MOTU ANIMATED SERIES
One of the rarest and most powerful substances on Eternia, the rock-like Eternium was used to power many things on the planet. A single fist-sized piece could power the Royal Palace for many years. When Trap Jaw consumed some Eternium, he acquired power equal to He-Man's for a brief time.

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
In the MYP series, Eternium was said to be the strongest metal known to Eternia. It was mined by the Kobolds in the Ice Mountains. Trap Jaw attempted to [illegible] but it proved to be too hard for even his steel teeth. Man-At-Arms fashioned a prison strong enough to hold the Evil Warriors out of Eternium.

[illegible]

ETERNO-SCOPE

PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
Detecting rare elements

[illegible] FILMATION MOTU ANIMATED SERIES
The Eterno-Scope orbited the planet Eternia and could detect the presence of rare elements, transmitting that information back to Man-At-Arms.

ETHERAMITE

[illegible]

ETHERIUM

[illegible]

EVILGIZER

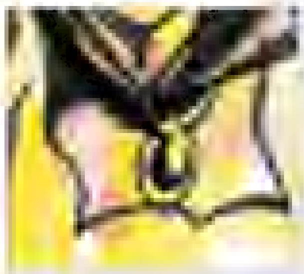
[illegible]

EVIL-LYN'S MYSTIC MIRROR

[illegible]

EVIL-LYN'S NECKLACE

[illegible]



[illegible]

EXPERIMENTAL ROCKET

[illegible]

EXPERIMENTATION MATRIX

[illegible]

EYE OF ETERNIA

[illegible]

EYE OF EVIL

[illegible]

EYES OF GRAYSKULL

TITLE NAMES
Chronos
Chaos

2013 DC MOTU COMICS
The Eyes of Grayskull were two powerful gems, Chronos and Chaos, which were fitted into the eye sockets of Castle Grayskull but later stolen by two warlock tribes. They were created from the primordial lava that flowed from the core of Subternia. The possessor of Chronos could move through time but would be limited by space, and the possessor of Chaos could move through space but was limited by time. The two also combined both would possess power over both space and time.

Both Eyes of Grayskull were lost for centuries. Chronos was found in the Temple of Chronos by Man-At-Arms, while Skeletor discovered Chaos masquerading as a replica in an Eternian museum. The Eye of Chronos got lost again sometime after, possibly around the time Skeletor cast the [illegible] spell on the heroes. It ended up in the Sands of Time, where the Horde spent months trying to find it during their attack on Eternia. It was discovered in the Temple of the Sun, where He-Man fought Sheila for the gem.

Skeletor eventually possessed both Eyes, transforming himself into the Master of Death, and was eager to turn Castle Grayskull into a weapon that would allow him to destroy any planet at any time along the space-time continuum. Both Hordak and Skeletor had planned to use the Eyes, and Castle Grayskull, to terrorize and destroy the universe. They were thwarted by the red gem in She-Ra's Sword of Protection, which was formed from the same lava as the Eyes. Due to that link, the sword was ultimately able to destroy the gems.

EYES OF THE SERPENT

PRIMARY OWNERS
King Hiss

SPECIAL ABILITIES
Tremendous magical powers

1986 UK MOTU COMIC MAGAZINE
The Eyes of the Serpent were powerful magic gems which, centuries in the past, had been positioned in the eye sockets of a giant serpent statue in the caverns beneath Snake Mountain. In Eternia's ancient past, King Hiss had used the power of the Eyes of the Serpent to rule Eternia, until the Elders of Eternia seized them from him and banished King Hiss and his Snake Men. The Elders then hid the Eyes in remote locations.

When King Hiss was unleashed upon present-day Eternia, he discovered the locations of both Eyes and set out to recover them. The first Eye was located on Mount Mirrawn; after King Hiss recovered it, he returned it to the serpent statue.

The second Eye was located in the vault of Azrael in the Tropic Zones. King Hiss succeeded in recovering the Eye, but He-Man and the Sorceress managed to seize it from him, and the Sorceress cast the Eye into a magic portal, where it would be lost in a myriad of possible dimensions. But King Hiss still had the first Eye, with its magic at his command.

FAIRY TALE BOOK

1986 UK MOTU COMIC MAGAZINE
When Prince Adam traveled with Orko to the Fallgot Village to entertain the children there, he took a book of fairy tales that had belonged to Queen Marlena. The old book, which had been aboard her spacecraft when she crash-landed on Eternia, contained hundreds of classic fairy tales from Earth that she had read to Prince Adam as he grew up. During Adam and Orko's journey to the Fallgot Village, an alien race called the Amajons, who spread the magic of fairy tales to all planets they visited, passed through Eternia. Their ship took on the form of Castle Grayskull as it absorbed a portion of the castle's magic in order to reenergize the Dream Dust they used to spread fairy tales. During the transfer of power, their magic mixed with the book of fairy tales, bringing the characters within it to life on Eternia.

FALCON WARD

1984 MOTU REMEMBER PIKE

The falcon was a very powerful symbol on Eternia. Set up by the early keepers of Castle Grayskull, magical stone Falcon Wards were sometimes placed above entrances to forbidden places in order to magically seal doorways. A Falcon Ward was placed at the entrance to King Hsss's tomb to prevent intruders from accessing the room.

FALSE GEM STONE

PRIMARY OWNERS
Intergalactic Law Agency

SPECIAL ABILITIES
Releasing sleeping gas

1986 UK MOTU COMIC MAGAZINE

The False Gem Stone was created by the Intergalactic Law Agency as part of a scheme to trap the notorious criminal Galen Mycroft. They leaked the news that a new Power Gem had been discovered and was being transported to the planet of Ekkon 7 by a Spaceliner. Mycroft heard the news and pursued the Spaceliner, intent on stealing the gem. However, when he found it, the gem overpowered him with sleeping gas, knocking him out and allowing him to be captured and imprisoned by the law forces.

FEAR GAS

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Instilling fear

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Invented by Skeletor, Fear Gas transformed anyone sprayed with it into a sniveling coward, except demons and Mutants.

FENFIRE MIRROR

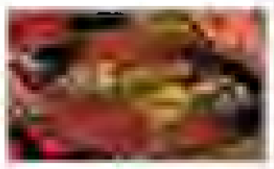
PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
Obscuring
Defensive

1986 GERMAN MOTU AUDIO PLAYS

The Fenfire Mirror was a device developed by Man-At-Arms when the flames were ignited at Snake Mountain and Skeletor ruled Eternia. It hid Snake Mountain from sight behind these walls of black flames which were also infused with cosmic energy, preventing anyone from getting past them. The flames moved around and changed their size constantly, looking like black fan fires.

FERIDIUM



1986 UK MOTU COMIC MAGAZINE

Feridium was an enormously powerful mineral found on the world of Lorasias, in the Starburst Galaxy. When a miner discovered a huge supply of Feridium, it led to a Feridium fever across Lorasias as the residents of the lawless planet fought one another for possession of the mineral, in search of the material wealth it would bring.

FINDER BEAM

PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
Locating

1985 FILMATION HE-MAN/SHE-RA ANIMATED CHRISTMAS SPECIAL

An invention of Man-At-Arms, the Finder Beam was used to locate and report back the coordinates of the Sky Spy. The results were displayed on the main monitor in Man-At-Arms' lab.

FIRE JEWELS

1984 FILMATION MOTU ANIMATED SERIES

The Fire Jewels were small red, oval gems kept upon an altar at the base of a volcano. A handful of Fire Jewels were crushed by He-Man into a fine powder, which was subsequently transformed into a Ray Fowel by the Sorceress to help turn people back to normal from their petrified states as stone statues.

FIRE RAY

1988 ITALIAN PG COMIC MAGAZINE

Skeletor's powerful hand blaster weapon was called the Fire Ray in the Italian PG comic magazines.

FLASHBALL

SPECIAL ABILITIES
Illumination

1983 FILMATION MOTU ANIMATED SERIES

The Flashball was a small yellow ball that, when thrown, exploded with a bright light, temporarily blinding an enemy or providing a very small light source in the darkness.

WEAPONS AND TECHNOLOGY

FLOWERS OF POWER

[illegible] GOLDEN BOOK

The Flowers of Power were artificial flowers which were actually agents of the Thought Machine. Any who fell beneath the Flowers' spell were enslaved to the Thought Machine. Only a Freeze Blaster worked against them.

FLYING ROBOT DRONES

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Flying Robot Drones were a Primus invention used by Spinwit in training exercises. They were capable of flight and fired laser blasts from their guns.

FOCUSING JEWEL

[illegible] UK MOTU MAGAZINE

The Focusing Jewel was a large red jewel located in Central Tower and extremely pure in its composition. Skeletor coveted it for use in his Destructo Laser.

FOG FACTORY

PRIMARY OWNERS
Evil Mutants

SPECIAL ABILITIES
Fog generation

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

When the Galactic Guardians destroyed Flogg's new giant laser cannon, Skeletor noticed that the gas from the explosion was causing damage to Primus's planetary shield. The Mutants built the Fog Factory, which spewed gas toward Primus. It was ultimately destroyed by the Galactic Guardians, leaving Flogg a bit miffed.

FORCE BOMB

PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
[illegible]

[illegible] MARVEL STAR MOTU COMICS

The Force Bomb was invented by Man-At-Arms. Rather than exploding like a traditional bomb, it emitted an impenetrable force shield.

FORCE FIELD CAGE

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Imprisonment

[illegible] FILMATION MOTU ANIMATED SERIES

Designed by Skeletor, the Force Field Cage held its prisoners in an unescapable box. It appeared to be made of solid light, with all six sides of the cage [illegible].

FORCE FIELD DEVICE

PRIMARY OWNERS
Evil Horde

SPECIAL ABILITIES
Imprisonment

[illegible] FILMATION POP ANIMATED SERIES

The Horde's Force Field Device was a large machine that projected a beam of light from above. The light beam created an impenetrable prison from which the [illegible] victim could not escape.

FORCE FIELD GENERATOR

PRIMARY OWNERS
[illegible]

[illegible] FILMATION MOTU ANIMATED SERIES

Located high in the peaks of [illegible], the Force Field Generator was a large device of unknown origin that created a force field around the city of the [illegible] People. It was maintained on a daily basis by [illegible] until her betrayal.

FORCE FIELD MACHINE

PRIMARY OWNERS
Evil Horde

[illegible] FILMATION POP ANIMATED SERIES

The Force Field Machine was designed to generate a huge domed force field around the Flight Zone that not even Swift Wind could break through. It could also create smaller force fields.

FORCE FIELD STAFF

PRIMARY OWNERS
Evil Warriors

SPECIAL ABILITIES
Force field imprisonment and control

[illegible] FILMATION MOTU ANIMATED SERIES

A unique looking weapon with two individual prongs at the top, the Force Field Staff generated a force field around someone's body, allowing its wielder to control their actions. It could also be used as a weapon, projecting bolts of energy.

FORCE MACHINE

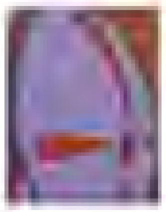
PRIMARY OWNERS
Two Bad

[illegible] UK [illegible] COMIC MAGAZINES

The Force Machine was created by Two Bad and powered by a jeweled helmet that had fallen to Eternia. It could create an impenetrable force field around any object.

FORCE SHIELD

SPECIAL ABILITIES
Defense



[illegible] FILMATION MOTU ANIMATED SERIES
The large metallic Force Shield was an incredibly durable defensive weapon of unknown origin that could withstand extremely forceful blasts of energy directed toward it.

FOUNTAIN OF DIMIAN

PRIMARY OWNERS
Sorceress

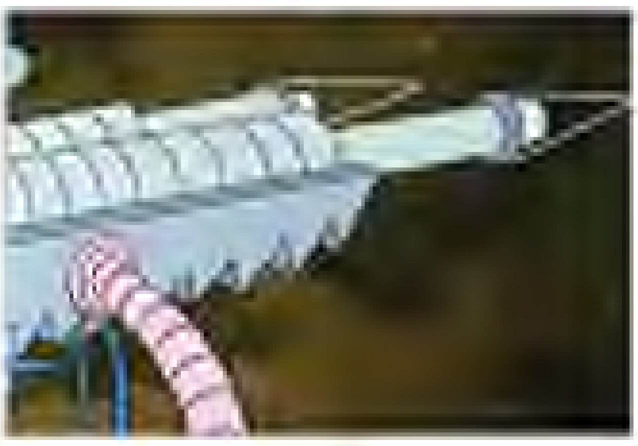
[illegible] MOTU NEWSPAPER STRIPS
The Fountain of Dimian was a basin of sparkling water inside Castle Grayskull. The Sorceress most often used it as a scrying pool, but it could be employed for other purposes as well. For example, when intruders invaded Castle Grayskull, it created a large geyser in warning.

FREEZE BLASTER

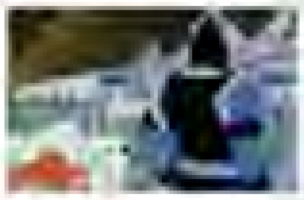
PRIMARY OWNERS
Man-At-Arms

[illegible] GOLDEN MOTU BOOKS
Invented by Man-At-Arms, the Freeze Blaster, similar to the Freeze Ray and Freeze Rod, projected a ray that would freeze an attacker.

FREEZE CANNON



PRIMARY OWNERS
The Horde



[illegible] FILMATION POP ANIMATED SERIES
The Horde's Freeze Cannon was located at the Fright Zone and consisted of two cannons connected to a targeting computer. After a brief time to charge, the Freeze Cannon would project a blast of ice powerful enough to disable a craft in space.

FREEZE FIELD BOMB

SPECIAL ABILITIES
Causing suspended animation

[illegible] FILMATION MOTU ANIMATED SERIES
The Freeze Field Bomb was a handheld device with a flashing red light that, when detonated, could place everyone within a large area into suspended animation. It was then logged to freeze anyone who touched it.

FREEZE GUN

PRIMARY OWNERS
Ron Dar

SPECIAL ABILITIES
Freezing anything living

[illegible] UK POP COMIC MAGAZINES
When Hordak placed a bounty on She-Ra's head, Ron Dar, the leader of a trio of bounty hunters, invented a Freeze Gun so they could capture She-Ra and bring her to Hordak.

FREEZE RAY

[illegible] FILMATION MOTU ANIMATED SERIES
The Freeze Ray was a small handheld gun that would emit a blast that froze its target. If carefully aimed, two people could be frozen with a single shot. The effects would wear off after some time.

A variation of the Freeze Ray that looked like a silver rod was in the Hall of He-Man at Castle Grayskull. Similarly, Skeletor had a simple tube-like Freeze Ray of his own.

FREEZE ROD

[illegible] FILMATION MOTU ANIMATED SERIES
Freeze Rods were given to the guards at the Eternian Weather Station. The simple device fired a beam of energy that would freeze attackers. However, the device did not work on the villain known as Ice.

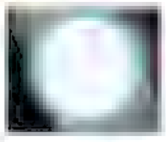
FREEZLIN CELLS

PRIMARY OWNERS
The Horde

SPECIAL ABILITIES
Imprisonment

[illegible] FILMATION POP ANIMATED SERIES
Controlled from a handheld device, the Horde's Freezlin Cells were made of a blue beam of light which could bounce off any object and entrap an enemy.

GALACTIC COUNCIL MESSAGE BALL



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
These holographic message balls were devices used by the Galactic Council to send messages across the galaxy.

GALAXY SCOPE

PRIMARY OWNERS
Heroic Warriors

SPECIAL ABILITIES
Viewing space

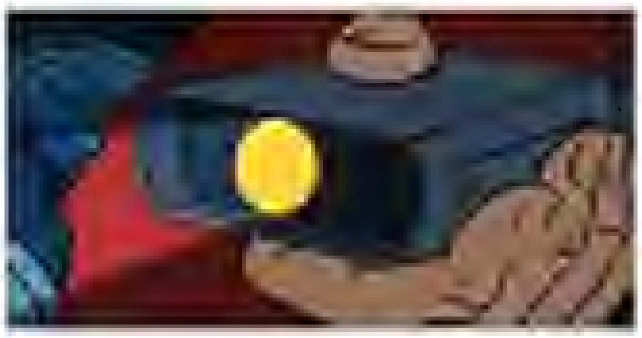
1986 UK MOTU COMIC MAGAZINES
The Galaxy Scope was a device used by the Heroic Warriors to see into the depths of space.

GAMMA BLASTER

PRIMARY OWNERS
Evil Horde

1986 UK MOTU COMIC MAGAZINES
The Gamma Blaster was an energy weapon employed by the Evil Horde. It was part of Modulok's evil scheme to use an Anti-Gravity Device to raise a mountain into the air and drop it on Castle Grayskull.

GAMMA RAY



PRIMARY OWNERS
Rohan

SPECIAL ABILITIES
Seeing through walls
Evaporating walls

1985 FILMATION MOTU ANIMATED SERIES
The Gamma Ray was wielded by Rohan. It allowed him to see through walls or, when the intensity of its beam was increased, evaporate them.

GAR TECH VEST ARMOR

PRIMARY OWNERS
Zy-Khon

SPECIAL ABILITIES
Creating [illegible]

MOTU CLASSICS
The Gar scientists of Ancient Gar created the TECH Vest Armor as a defensive weapon for their elective defenders. After the Spell of Separation submerged much of Ancient Gar beneath the Ocean of Doom, the survivors used the TECH Vest Armor to terrorize the rest of Eternia in the wake of the Great Wars. While many Gar became pirates, some remained faithful to their mission and remained on the island remnant of Ancient Gar guarding the Legacy Stones. Their descendant, Zy-Khon, son of Zy Lee, saw the destruction of the stones and then used the armor to become one of the heroic Masters of the Universe.

GAS BLADDERS

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Releasing sleeping gas

1986 UK MOTU COMIC MAGAZINES
The inflatable Gas Bladders were filled with sleeping gas. When dropped from a high altitude, they would burst upon impact with the ground, releasing the sleeping gas and sending anyone nearby into a deep sleep. Skeletor planned to attack Eternos with the sleeping gas, but his plan was cleverly foiled by Prince Adam.

GAS JETS

SPECIAL ABILITIES
Dispensing Stunlox Gas

1986 UK MOTU COMIC MAGAZINES
A spy in Skeletor's secret spy ring employed Gas Jets to deliver Stunlox Gas, which knocked others unconscious.

GATE MAKER

PRIMARY OWNERS
Modulok

SPECIAL ABILITIES
Opening dimensional gates

1985 FILMATION POP ANIMATED SERIES
Built by Modulok, the Gate Maker sat atop a stand, with the device itself containing many complicated buttons. It could open up a dimensional gateway to any dimension programmed into it.

GEM OF HELIOS

OTHER NAMES
Healing Gem

SPECIAL ABILITIES
Healing
Trapping
Projecting energy blasts

1986 MARVEL STAR MOTU COMICS
Kept in the floating city of Helios, the Gem of Helios possessed powerful healing magic able to save lives, but its power could be misused as an offensive weapon by trapping foes and attacking them with energy blasts.

GEM OF LIFE

PRIMARY OWNERS
King Randor

SPECIAL ABILITIES
Ensuring good crops

1983 MOTU MINICOMICS
On the first day of spring, it was a tradition for the king of Eternia to bring forth the green Gem of Life for all to see. A cherished and magical symbol of happiness, it was given to a different Eternian farmer each year, and it was their honor and duty to protect it. In return, the Gem of Life would bestow a rich and bountiful harvest upon all of the Eternian lands. However, if the gem was possessed by one who was evil, the lands would presumably yield nothing.

GEM OF MAGOO

PRIMARY OWNERS
Granamyr
He-Ro

ABILITIES
Magical strength enhancement for those pure of heart

[illegible] MOTU CLASSICS
The Gem of Magoo was a magical talisman which enhanced the strength of those who were pure of heart. The Dragons of Darksmoke kept the gem in the mystical Dragon Tower on Preternia until humans, empowered by Niaghal, stole it and initiated a three hundred year conflict between dragons and humans. Eventually He-Ro and his mentor, Eldor, defeated Niaghal and returned the gem to Granamyr as a peace offering from King Grayskull. Granamyr agreed to the détente and later gave the Gem of Magoo to He-Ro to wield in his Power Staff. After He-Ro's death, the gem was stored in his crypt along with the Power Staff and his other magical possessions.

GEM OF TAMADGE

[illegible]

OTHER NAMES
Gem of Tamadge

PRIMARY OWNERS
Sir Laser-Lot

SPECIAL ABILITIES
Enhanced strength for its owner
Projecting powerful energy blasts

[illegible] MOTU CLASSICS
The Gem of Tamadge was the mystical stone set in the hilt of Sir Laser-Lot's sword. The gem magically enhanced his strength and granted him the power to emit energy blasts.

[illegible] DC MOTU COMICS
The 2012 DC comics provided additional details about Sir Laser-Lot's gem, referring to it as "the Gem of Tamadge." Forged from the heart of a dragon slain by Sir Laser-Lot, the Gem of Tamadge would burn any who touched it. Cursed by the gem, Sir Laser-Lot could not live without it, nor could it exist without him.

GEM-STONE

[illegible] UK MOTU COMIC MAGAZINES
This gemstone was given by He-Man as a gift to the Dimotyn, to provide them with a source of heat during the winter, but the gem was stolen by Leech.

GEM OF SIGHT

PRIMARY OWNERS
Shadow Weaver
Hordak

[illegible] FILMATION POP ANIMATED SERIES
The Gem of Sight was created by Shadow Weaver's dark magic. Placed around the neck of an intended victim (and used in conjunction with the Cape of Night), the gleaming yellow gem allowed Hordak to see the very same things that the wearer saw.

GEM-STONE OF POWER

PRIMARY OWNERS
Eternian Elders

[illegible] UK TALES OF POWER MAGAZINE
The Gem-Stone of Power was the jeweled meteor from which the Swords of Power and Protection were forged and Castle Grayskull was built. Known to possess a great source of power above Eternia, and the Elders, discovering it was the jeweled meteor, brought it down to Eternia. They realized it possessed untapped powers that could aid them in keeping Eternia and Etheria safe from the forces of evil.

After the Elders forged the twin swords and carved the stone from which they would create Castle Grayskull, the rogue Elder Tuh-Nuh used the gem to forge a third sword, alternately known as the Evil Sword, the Sword of Evil, or the Black Sword, which he intended to wield himself with all the powers of darkness. This sword was cut in half by the other Elders and hidden away.

A small, forgotten fragment of the Gem-Stone of Power later wound up in the possession of Horde Prime, when his agents scoured the universe long and hard to find it and bring it to him. When he placed it in his Time Scan Machine and learned of the existence of the Sword of Evil, he formed two amulets from the gem which would detect the presence of the third sword and gave them to Hordak and Skeletor so that they could locate the two halves of the Sword of Evil.

GEMSTONE OF THE WIZARDESS

[illegible] POP MINICOMIC
When She-Ra and Kowl discovered a mysterious piece of fabric with strange symbols on it, She-Ra visited the Wise Old Wizardess for help in deciphering the symbols' meaning. The Wizardess bestowed upon her a powerful gemstone which enabled She-Ra to discover that the symbols were actually a map into the depths of the Dark Forest.

GENETIC PROCESSOR

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Manipulating genetic code

[illegible] [illegible] MOTU COMIC
When Skeletor captured He-Man, Man-At-Arms, and Teela on his Skeletor Island, he put them into his Genetic Processor. The large machine was able

to change a victim's genetic code so that they would become creatures without any will. Orko saved his friends before the Genetic Processor could do any harm. Shortly thereafter, the device exploded along with the entire island.

GENETICATOR

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Duplicating people

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Geneticator was a device which analyzed a person and created an exact duplicate of that individual.

GEPPLE'S GOO

PRIMARY OWNERS
Gepple

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Gepple's Goo was a substance created by Gepple to clog the tubes to Omnar so that the Mutants would not be able to use them. Gepple later adapted the goo to other uses, such as fixing holes in the defensive shield.

GIANT BOTTLE

[illegible] FILMATION NOTES ANIMATED SERIES
Located in the Sands of Time, the Giant Bottle originated in Orko's home world of Trolla. The oversized bottle was approximately twelve feet in height. When uncorked, a hand appeared containing a note showing an image which indicated the bottle should not be opened. The bottle disappeared as soon as the Trollan-raised [illegible] emerged from it.

GIANT MECHANICAL SPIDER

SPECIAL ABILITIES
Creating small mechanical spiders off-spring

[illegible] UK WORLD NOTES ANNUALS
The Giant Mechanical Spider was a huge robot under the control of Skeletor. When the spider devoured scrap metal, it transformed the wreckage into small mechanical spiders. These small mechanical creatures were unleashed on Primus, where they spat poison that nearly destroyed the planet's crops.

GLITTER SCREEN

PRIMARY OWNERS
Gwildor

SPECIAL ABILITIES
[illegible]

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Glitter Screen was a Gwildor [illegible] like the [illegible] of [illegible] ships.

GLOVE OF GLOBOLAK

SPECIAL ABILITIES
Powerful sorcery

[illegible] UK MOTU COMIC MAGAZINES
Unearthed by the Eternian Archaeological Society, the Glove of Globolak, when used with its accompanying Book of Spells, was a magical artifact with powers to rival Castle Grayskull. Though Hordak possessed the glove for a time, he gave it up when the Horde Warriors tricked him with a counterfeit copy of the Book of Spells. The glove was subsequently sent to Castle Grayskull for safekeeping.

GLOWING MOSS

SPECIAL ABILITIES
[illegible]

[illegible] UK WORLD NOTES ANNUALS
Glowing Moss was a variety of Eternian vegetation found in the Mountains of [illegible]. The moss produced a natural radiance.

GLOWING STONE

SPECIAL ABILITIES
Turning good people evil

[illegible] UK POP COMIC MAGAZINES
The Glowing Stone was an artifact given to Hordak by the Enchanted Sisters, whom he called upon to ask whether he would ever beat She-Ra. The sisters told him the stone had the power to turn anybody evil. He confronted She-Ra, Castaspella, and Bow, and the stone began to affect their minds, causing them to bow before Hordak and experience evil thoughts. Before evil could fully take over her mind, Castaspella used her powers of suggestion to convince Hordak that the stone was also causing him to have good thoughts. Believing that the stone was turning him good, just as it was turning the Rebels evil, Hordak smashed the stone and fled the scene.

GOLDEN CLAWS OF CRUSHING

[illegible] MOTU CLASSICS
The Golden Claws of Crushing were a pair of powerful mystical claws which Skeletor once gave to Kobra Khan.

GOLDEN COLLAR

SPECIAL ABILITIES
Giving animals the ability to talk

[illegible] GOLDEN MOTU BOOKS
The Golden Collar was a magical item which enabled Graywolf to speak. The beautiful Golden Collar was decorated with rubies.

GOLDEN DISKS OF KNOWLEDGE

PRIMARY OWNERS
Skeletor

[illegible] FILMATION MOTU ANIMATED SERIES
The Golden Disks of Knowledge stored the wisdom of the ancient men and women of the universe. The Council of the Wise entrusted the disks to Zodac, who betrayed them and gave the disks to Skeletor. Skeletor used their knowledge to build Snake Mountain and hid the Golden Disks of Knowledge beneath its new stronghold.

[illegible] MOTU CLASSICS
In Eternia, the disks were kept stored inside Zodac's home.

GOHON GEM

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Making the user invincible
Nullifying magic powers

[illegible] UK MOTU COMIC MAGAZINES
The Gohon Gem was a gem acquired by Skeletor that contained ancient magical power. He used the gem to attack Eternos City, conjuring up a powerful demon. Even He-Man's sword was useless against the power of the Gohon Gem. The gem's power could only be stopped by the sound of seven bells ringing at the same time, so He-Man tricked Skeletor into journeying to the Vault of Vanjotha, the only location on Eternia with seven bells. Punching the ground to create intense vibrations that rang the bells, He-Man was able to shatter the Gohon Gem and defeat Skeletor's evil.

GONG OF LEONA

PRIMARY OWNERS
Lion People

SPECIAL ABILITIES
Invisibility

[illegible] UK WORLD POP ANNUALS
The Gong of Leona, when rung thrice, granted the Lion People of Etheria invisibility. For many ages it protected them. Hordak once stole the gong in order to force the Lion People to do his bidding.

GRABBERS

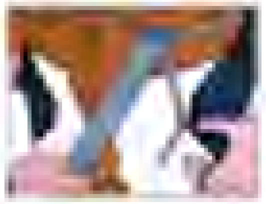
PRIMARY OWNERS
Evil Horde

SPECIAL ABILITIES
Levitation
Capturing

[illegible] FILMATION POP ANIMATED SERIES
Designed by the Horde, the Grabbers were flying, remote-controlled contraptions which would swoop down and capture their targets in their claws.

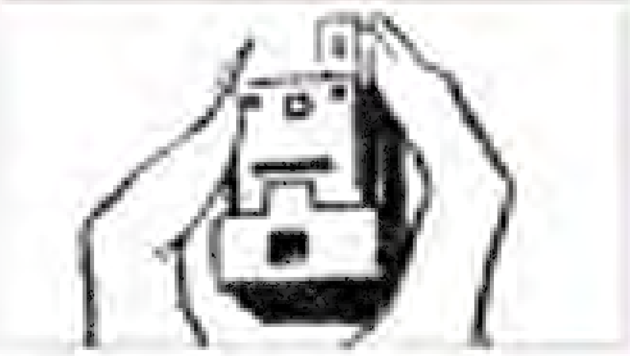
GRAPPLING HOOKS

PRIMARY OWNERS
He-Man
Teela



1983 FILMATION MOTU ANIMATED SERIES
Both He-Man and Teela carried Grappling Hooks with them. They were small metallic rods which, when a button was pressed, would sprout three hooks and a line. They could be used to scale walls, mountains, or other high places.

GRAVITONIC OSCILLATION GRENADE



1984 MOTU NEWSPAPER STRIPS
The Gravitonic Oscillation Grenade was a very powerful explosive device created by Gelistar. Evil-Lyn once disguised herself as a [illegible] in order to steal it.

GREAT CHAIN

PRIMARY OWNERS
Dwarf Elders

SPECIAL ABILITIES
Magic

1983 FILMATION MOTU ANIMATED SERIES
The Great Chain was created by the council of the Dwarf Elders of Crystal Mountain. It was a massive chain created to determine who was the real He-Man. He-Man and Faker engaged in a tug-of-war contest to prove the real He-Man's identity to the Dwarf Elders.

GREAT EYE OF THE GALAXY

1987 MOTU MOVIE
The Great Eye of the Galaxy was a huge cosmic portal that stood behind the throne of Castle Grayskull and bestowed godlike power on the conquering Skeletor when it opened as the Eternian moons reached their zenith.

2008 MOTU CLASSICS
The Great Eye of the Galaxy was a giant disk set behind the throne in the main audience chamber of Castle Grayskull. The eye was located directly behind the eyes of the castle's skull-shaped façade.

GRIMALKIN STATUE

1983 FILMATION MOTU ANIMATED SERIES
Located deep within the Temple of the Cat, the magnificent blue Grimalkin Statue resembled a horned cat atop a large base. When the gigantic Grimalkin was unleashed, the statue was seemingly destroyed. When the Grimalkin was defeated, however, the creature transformed back into a statue.

GROWING SERUM

1985 FILMATION POP ANIMATED SERIES
Created by Professor [illegible], the Growing Serum was used to counteract the effects of the Miniaturization Formula. It would instantly return the victims to their original size, bathing them in a red mist during the process.

GROWLER

1983 FILMATION MOTU ANIMATED SERIES
Built by Baron Grod, Growler was an unforgiving robotic hunting dog. The robot possessed the ability to fire stun beams from its eyes and had a radar tracking system to locate the creatures that Baron Grod hunted. Battle Cat destroyed the robot by leaping directly onto it.

GROWTH ACCELERATOR PILL

PRIMARY OWNERS
Gepple
Mekkor

SPECIAL ABILITIES
Accelerating plant growth

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Growth Accelerator Pill was a gardening aid created by Gepple and Mekkor. It was designed to increase the size of Primus crops but worked a little too well, creating giant plants and trees as soon as it was planted.

GROWTH GLOBE

1983 FILMATION MOTU ANIMATED SERIES
The Growth Globe was a magical sphere that, once activated, would grow in size indefinitely. He-Man saved Castle Grayskull from destruction by using his strength to push back the globe's growth. He subsequently gave the globe a mighty kick which sent it hurtling into outer space.

GROWTH MACHINE

PRIMARY OWNERS
Hordak

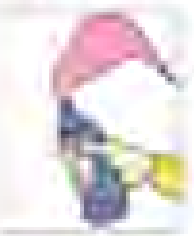
SPECIAL ABILITIES
Increasing the size of living things
Controlling living things

1986 UK MOTU COMIC MAGAZINE
The Growth Machine was developed by Hordak. It caused ordinary living things to grow to an enormous size while also putting them under Hordak's mental control. Hordak once used the device on a swarm of insects, which caused them to become gigantic.

GROWTH POTION

SPECIAL ABILITIES
Enhancing size

1985 UK WORLD POP ANNUALS
The Growth Potion in the World Princess of Power annuals was a magic liquid invented by Castaspella. Anyone who drank it would grow to the size of a giant. If they took a second drink on the same day as the first, they would shrink down to their normal size. Castaspella used the potion to entertain her magical friends on the Enchantress' Eve. Although it was an innocent trick, everything went wrong when Shadow Weaver appeared from the darkness and stole the potion. Hordak intended to use it on his minions to make them larger and stronger so that they could defeat the Great Rebellion. However, Hordak took the wrong dose and shrunk down to half his size, making it easy for She-Ra and Swift Wind to retrieve the potion from him.



1986 UK MOTU COMIC MAGAZINE
Another Growth Potion was invented by Jodder, one of Eternia's greatest scientists. Having previously created a serum to make people and animals incredibly small, Jodder produced a Growth Potion with the opposite effect. The potion was stolen by Skeletor and used on Rotra Khan, who attacked Eternos after growing to the size of a giant.

GROWTH SERUM

SPECIAL ABILITIES
Enhancing size

1983 FILMATION MOTU ANIMATED SERIES
Skeletor's Growth Serum was an unusual formula that accelerated the maturation of a mother dragon's eggs, causing the dragon inside to grow to full size in less than a minute.

GUNS OF NORDOR

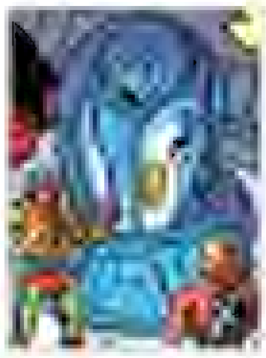
PRIMARY OWNERS
Evil Mutants

SPECIAL ABILITIES
Pinpoint precision

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Guns of Nordor were Mutant superweapons mounted on a base and located on the Dark Side of Moon Nordor. They were incredibly powerful and capable of pinpoint accuracy even with targets as far away as Primus.

GYRO MACHINE

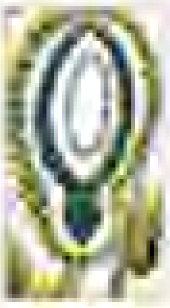
PRIMARY OWNERS
Man-At-Arms



1985 MOTU NEWSPAPER
Man-At-Arms' invention the Gyro Machine was designed to create robot warriors. In an act of compassion, Man-At-Arms saved the life of a wounded soldier by placing him in the machine. The soldier's body was fused with robotic parts, creating the high-speed cyborg Rider. Shortly thereafter Skeletor stole the device and used it to create the robotic Terrorbot.

2012 MOTU CLASSICS
Similarly, in the Classics canon, the Gyro Machine was an invention of the Man-At-Arms Duncan, who used it to transform the mortally injured warrior Rizon into a Master of the Universe by merging him with an android Rizon body.

HATE STONES



SPECIAL ABILITIES
Evil power

1986 MARVEL STAR MOTU COMICS
The Hate Stones appeared on Eternia three thousand years ago, granting evil power to anyone who came into possession of them. Only the power of the Cosmic Enchantress was able to seal the Hate Stones beneath Eternia. The Hate Stones, which were embedded in a necklace, would call to an individual, enticing them to wear the necklace. Once placed around the neck, the Hate Stones took possession of their new owner, filling them with great power, immense hatred, and a thirst for vengeance.

WEAPONS AND TECHNOLOGY

HAVOC STAFF

OTHER NAMES
Havok Staff
Ram Staff
Laser Staff
Skull Staff

PRIMARY OWNERS
Skeletor
Faceless One

SPECIAL ABILITIES
Conduit for powerful sorcery

1983 FILMATION MOTU ANIMATED SERIES

Skeletor's Havoc Staff was a purple staff topped with a ram's skull. It served as a conduit for his vast array of magical powers. With it, he could spy on the heroic Masters, project mystical blasts of energy, create a sleep-inducing mist, conjure dimensional gateways, energize objects, summon things with evil magic, and more. It was noted that Skeletor was extremely helpless without the Havoc Staff, implying that his powers relied on, or heavily drew from, the staff's own magic. The Havoc Staff was virtually indestructible. If it were broken or damaged, Skeletor could repair it within seconds.

[illegible] MOTU MINICOMICS

In the minicomics, the Havoc Staff was an extremely powerful magical artifact wielded by Skeletor. The full extent of its powers was unknown, though Skeletor most often used it to blast enemies with magical bolts of energy. Skeletor also used the Havoc Staff to pierce the veil between dimensions. By doing so, Skeletor summoned evil beings from throughout time and space and forced them to do his dark bidding. In addition, the Havoc Staff was also used as a scrying device to spy on enemies.

[illegible] UK WORLD MOTU ANNUALS

In the World annuals, the Havoc Staff was referred to as the Laser or Havoc Staff when the battle moved from Eternia into space.

[illegible] MOTU NEWSPAPER STRIPS

According to [illegible], the Havoc Staff was forged by [illegible] long ago.

1987 MOTU MOVIE

In the 1987 film, the Havoc Staff became gold when it absorbed the powers of the universe. He-Man destroyed the staff with the Sword of Grayskull.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Havoc Staff, also referred to as the Skull Staff, boasted a very different look in the New Adventures of He-Man animated series, but its powers remained largely unchanged.

[illegible] MVCREATIONS MOTU COMICS

The MVCreations comics established that the Havoc Staff was an ancient artifact once in the possession of the Faceless One. A time-traveling Keldor obtained it, initially to use it as the key to unlocking a higher evil.

[illegible] MOTU CLASSICS

The Classics canon expanded the history of the Havoc Staff. A magical object from the city of [illegible] in ancient times, the Havoc Staff touched the [illegible] and absorbed some of its awesome power. The staff became one of the enchanted artifacts protected by King [illegible] in the [illegible] City of [illegible]. After [illegible] was cursed for breaking the peace treaty with the Snake Men, he continued to haunt the ruins of his city and guarded its magic relics as the Faceless One.

Five thousand years later, the young Keldor, acting on orders from Hordak, attacked the Faceless One in order to obtain the Havoc Staff. During their fight, the Faceless One had a vision of Keldor's progeny sharing [illegible]'s bloodline and rightfully inheriting the staff, so the Faceless One surrendered and allowed Keldor to leave with the prize.

After Skeletor banished King Randor to Despondos and assumed the throne of Eternia, [illegible] Khan entered into his service. Despite the fact that Skeletor augmented Khan's power, turning him into [illegible] Khan, the duplicitous reptile stole the Havoc Staff and took it to help heal the injured King Hiss, who wielded the staff during the Second Ultimate Battleground. Upon Hiss's demise, Skeletor regained possession of the Havoc Staff.

When Skeletor sustained grave injuries during his final conflict with Hordak, he absorbed the Horde Techno-Organic Virus in order to survive as a cyborg. In the process, his Havoc Staff changed form, seemingly also affected by the virus because of the bond between magic and science.

After Skeletor fought He-Man in the Tri-Solar System for years, their conflict led them to the planet Eolia, where they battled inside the Temple of Power. Absorbing magic from the Star Stone stored within the temple, Skeletor's staff changed again, regaining its old skull shape but now composed of crimson laser light.

Despite Skeletor's enhanced power, He-Man defeated him by finally separating Keldor and Demo-Man. The Havoc Staff's fate at the time was not known, but it eventually fell into the hands of Skeletor's son Skeleteen, who wielded it alongside the Unnamed One in the Third Ultimate Battleground.

2012 DC MOTU COMICS

In a unique tale, the 2012 DC comics stated that Hordak gave Skeletor the Havoc Staff when he sent him to kidnap Prince Adam and Princess Adora. Upon touching it, Skeletor saw a vision of his own future and Hordak's past, in which after kidnapping Adora, Skeletor became more enticed by the staff and at some point changed into a monstrous being with the Ram Skull in place of his own, battling Hordak until Hordak killed him.

Hordak, stating that he did not anticipate Skeletor's coming into contact with the staff would cause so much harm, told him that this future event had already happened, and that the skull atop the staff was Skeletor's own. Upon learning of the horrible fate in store for him, Skeletor cheated destiny by escaping to Eternia with the Havoc Staff.

[illegible] SKELETOR'S [illegible]

HEAT GUN

SPECIAL ABILITIES
Projecting intense beams of heat

1983 FILMATION MOTU ANIMATED SERIES

The rifle-like Heat Gun projected an intense beam of heat that could bore into thick stone, creating a hole.

HEAT RAY

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Projecting intense beams of heat

1983 FILMATION MOTU ANIMATED SERIES

Skeletor's Heat Ray was a metallic device upon a stand which projected an intense beam of heat from a nozzle. It could rotate in a 360-degree circle.

HELM OF LIGHT AND SCEPTER OF SORCERY

1985 [illegible] MO MAGAZINES

Teela's [illegible] head-Dress, known as the Helm of Light, and her Scepter of Sorcery gave her divine powers. Woe unto her enemies when she wielded these mighty mystical weapons.

HELM'S MAGIC PAINTBRUSHES

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Helm inherited his paintbrushes from his grandmother. He used them to paint magical pictures which seemed to be alive. When Skeletor took control of the paintings and used them to attack Primus, Helm was forced to snap the brushes to break Skeletor's spell.

HE-MAN SHIELD OF HONOR

1988 UK MOTU COMIC MAGAZINES

The He-Man Shield of Honor was the greatest athletic prize awarded on Eternia. Athletes Thrydon and Dovalion were competing for the prize on the fateful day when they were captured by Hordak and turned into the cyborg warriors Dragstor and Extendar.

HERITAGE OF HORROR

PRIMARY OWNERS
Mekaneck
Kramdor

SPECIAL ABILITIES
Shrinking

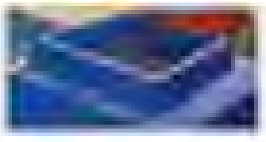
1986 GERMAN MOTU AUDIO PLAYS

After Mekaneck failed to save the life of his friend Kramdor, he inherited Kramdor's belongings: a chest buried in the Eternian desert. The chest contained a magical staff and what appeared to be some rubbish. Hordak tricked Mekaneck, however, and stole the staff, which turned out to be able to shoot shrink rays. After Skeletor and Hordak used it to shrink Castle Grayskull, they destroyed the staff so there would be no way to reverse its effect. The Masters of the Universe took a closer look at Kramdor's chest, which fell apart due to one of Orko's spells backfiring. The broken chest revealed a hidden rainbow-colored disk connected to two smaller disks. As He-Man moved those disks, the tiny Castle Grayskull started to grow, amid thunder and lightning. Once the castle was back to its normal size, the magical disks vanished.

HIGH FREQUENCY TRANSMITTER

PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
Radio communications



1983 FILMATION MOTU ANIMATED SERIES

Man-At-Arms' High-Frequency Transmitter was a large box-shaped device that controlled all radio communications to and from the Royal Palace on Eternia. It was powered by Rainbow Quartz, a rare substance.

HIGH-PITCH GUN

PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
Emitting a high-pitched sound

1986 UK MOTU COMIC MAGAZINES

Man-At-Arms used the High-Pitch Gun to drive a swarm of giant insects away after Hordak unleashed them upon Castle Grayskull. The high-pitched sound it emitted repelled the creatures.

HIGUCHI 114 MODEL RIFLE

PRIMARY OWNERS
Captain Marlena

SPECIAL ABILITIES
Speed
Accuracy

2008 MOTU CLASSICS
The Higuchi 114 Model Rifle was an Earth-made laser rifle and the preferred weapon of astronaut captain Marlena Glenn because of its speed and accuracy.

HOLE OF YARDAZ

1986 UK MOTU COMIC MAGAZINES
The Hole of Yardaz was a magic hole that Gwildor had stolen many years in the past from Yardaz, a powerful wizard from another dimension.

The hole grew bigger every time anything was dropped into it. Scavenging the catacombs of Snake Mountain, Skeletor found the hole and decided to use it to banish He-Man from Eternia. The hole was, in fact, a portal to Yardaz's home dimension.

HOLE SENSOR

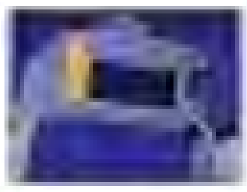
PRIMARY OWNERS
Scientists of Primus

SPECIAL ABILITIES
Detecting holes in Primus's shield

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Hole Sensor was a huge machine created by Primus scientists to detect holes in Primus's shield.

HOLOGRAM PROJECTOR

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Hologram Projector was a device installed on [illegible]. When activated, it projected holographic images of an entire fleet of starships, fooling the Mutants into believing Primus's fleet was much larger.



A portable version of the Hologram Projector was used by [illegible] to project holographic duplicates of himself and confuse the Mutants.

HOLOSPHERE

PRIMARY OWNERS
Skeletor

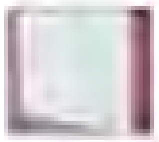
SPECIAL ABILITIES
Projecting holographic images

1987 MOTU [illegible]
The Holosphere, located inside Greyskull, broadcasted a hologram of Skeletor across Eternia, allowing him to be seen and heard as he addressed the people.

HOLO-VID

PRIMARY OWNERS
Full Horde

SPECIAL ABILITIES
Holo-recording



1985 FILMATION POP ANIMATED SERIES
Holo-Vid was a format used by the Horde to record its encounters with the Great Rebellion for review on a large screen back at the Fright Zone.

HOMING BOTS

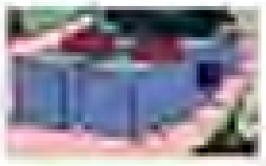
SPECIAL ABILITIES
Security

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Homing Bots were used as security on [illegible]. They were huge, powerful [illegible] armed with blasters.

HOMING DEVICE (I)

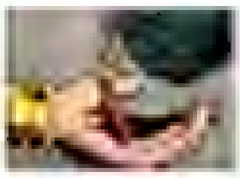
PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
Tracking



1983 FILMATION MOTU ANIMATED SERIES
Invented by Man-At-Arms, Homing Devices were used in pairs and would keep others in close proximity to one another, allowing those holding them to track each other.

HOMING DEVICE (II)



1986 MARVEL STAR MOTU COMICS
The Homing Device was a watch-like contraption worn by Prince Adam that allowed him to [illegible] the future. There was also a [illegible] version.

HONEY BOMBS

PRIMARY OWNERS
Skeletor

1984 GERMAN MOTU AUDIO PLAYS
Honey Bombs contained a special type of honey designed to lure Eternian wasps and make them aggressive. Skeletor ordered Beast Man to drop the bombs near He-Man and the heroes so that the wasps would sting them to death.

HONOUR LAUREL

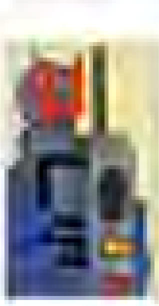
[illegible] [illegible] COMICS
The second Honour Laurel was a special silver wreath given to He-Man after he won Eternia's contest of champions, the Tournament of the Seven Gods.

HORDAK'S ARMORED SPACESUIT

[illegible] FILMATION POP ANIMATED SERIES
Hordak's Armored Spacesuit was one of the most imposing suits of armor seen on Etheria. Surrounding the command chair in the Fright Zone were miscellaneous pieces of metal. At the touch of a button, the metal parts attached themselves to Hordak, transforming him into an impressive space suit which endowed him with the powers of flight, maneuverability, and the ability to fire rockets.

HORDE ACTIVATOR

PRIMARY OWNERS
Evil Horde



1985 FILMATION POP ANIMATED SERIES
Horde Activators allowed members of the Horde to activate various machines from afar or to communicate with others in possession of an Activator.

HORDE BOMB

PRIMARY OWNERS
Evil Horde

[illegible] UK MOTU COMIC MAGAZINE
The Horde Bomb was a dangerous explosive device. It was placed inside the Warbound during He-Man's first battle with the dreadful machine.

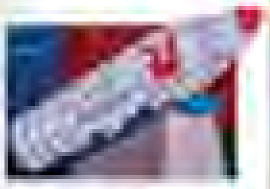
HORDE CATALOG

PRIMARY OWNERS
Evil Horde

1985 FILMATION POP ANIMATED SERIES
The Horde Catalog was a publication through which Horde leaders, such as Hordak, could order the latest products from Horde World. Hordak used the catalog to order Rattlor, the most powerful element on Horde World.

HORDE GATEWAY ROCKET

PRIMARY OWNERS
Modulok



1985 FILMATION POP ANIMATED SERIES
The Horde Gateway Rocket was designed by Modulok to follow She-Ra through a dimensional gateway to Eternia, after which it would explode, destroying the gateway and leaving She-Ra stranded on another world.

HORDE MISSILES

PRIMARY OWNERS
Evil Horde

1985 FILMATION POP ANIMATED SERIES
Horde Missiles were large and highly destructive. They were used to attack the village of Ergil, reducing it to rubble.

HORDE SPY BATS

PRIMARY OWNERS
Evil Horde

SPECIAL ABILITIES
Reconnaissance
Flight

1985 FILMATION POP ANIMATED SERIES
Horde Spy Bats were flying robots which resembled bats. They gathered reconnaissance from above and transmitted images back to the Horde. Occasionally, they were used to deliver Message Cubes to the Great Rebellion from the Horde.

HORDE SPY DEVICE

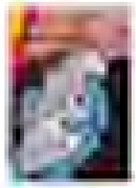
PRIMARY OWNERS
Evil Horde

1985 FILMATION POP ANIMATED SERIES
Hordak would shoot the Horde Spy Device out of his cannon arm, and it would stick to a target, transmitting images back to him.

HORDE TRANSMITTER

PRIMARY OWNERS
Mantenna

SPECIAL ABILITIES
Communications



1985 FILMATION POP ANIMATED SERIES
The Horde Transmitter was a two-way radio used by Mantenna to issue orders to the Horde Troopers.

HORDE TROOPER MACHINE

PRIMARY OWNERS
[illegible]

[illegible] UK MOTU COMIC MAGAZINE
The Horde Trooper Machine manufactured early prototypes of Horde Troopers en masse.

HORDEBOMB

PRIMARY OWNERS
Hordak

UK POP COMIC MAGAZINES
The Hordebomb was an explosive device that Hordak placed within an Ice Station the Horde had set up in the Polar Regions of Etheria. Hordak intended for the bomb to detonate and melt the icecaps of the Etherian Polar Regions.

HORN OF EVIL

FILMATION MOTU ANIMATED SERIES
The Horn of Evil was originally located on [illegible] before appearing on Eternia. The [illegible] looking [illegible] artifact appeared to be made out of bone and was activated much like a wind instrument. Blowing into one end of the Horn of Evil caused black clouds to emerge. These clouds were laced with evil magic, which had the ability to effectively turn the surrounding area corrupt and evil. [illegible]

HORRORSPROUTS

PRIMARY OWNERS
Skeletor

[illegible] COMIC
[illegible]

HOVERMELTER

FILMATION MOTU ANIMATED SERIES
Designed by Man-At-Arms, the Hovermelter was a large hovering, disk-shaped machine with a cylindrical eye that could fire an intense beam of heat. [illegible]

HYPNO-ROBOSNAKE

[illegible] MAGAZINES
The Hypno-Robosnake was a robotic cobra used by King Hiss and the Snake Men. [illegible] the Sorceress.

HYPNO-STONE

PRIMARY OWNERS
Hordak

UK MOTU COMIC MAGAZINES
The Hypno-Stone was a stone which induced hypnosis. Hordak used it on He-Man. While under hypnosis, He-Man allowed himself to be strapped to a rocket, which was then launched at the Royal City. Once the rocket was launched, Hordak cancelled the effect of the Hypno-Stone so that He-Man would regain consciousness in time to witness the downfall of his beloved city.

ICE CRYSTAL

PRIMARY OWNERS
[illegible]

SPECIAL ABILITIES
Projecting freezing beam
[illegible]

FILMATION MOTU ANIMATED SERIES
The [illegible] Ice Crystal could project beams that would freeze objects or instantly stop [illegible] [illegible] like the flames of [illegible].

ICE DAGGER

ITALIAN POP COMIC MAGAZINES
[illegible] familiar yellow [illegible] was called the Ice Dagger in the Italian Pop comics. [illegible] in a frozen block of ice.

IDOL OF NORKOR

PRIMARY OWNERS
Norkor

SPECIAL ABILITIES
[illegible]

[illegible] MOTU COMICS
The Idol of Norkor was a magical idol resembling [illegible]. [illegible] Eternia. [illegible] Enchanted Forest, [illegible] He-Man [illegible] Skeletor [illegible] to enslave Eternia.

IMAGE PROJECTOR

PRIMARY OWNERS
Evil Mutants

SPECIAL ABILITIES
Disguise

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Image Projector was a device found by the Mutants on the diamond of Zurk. It could project an image to disguise one's appearance.

[illegible]

IMAGE SHOOTER

[illegible] [illegible] COMIC MAGAZINES
The Image Shooter was a device invented by Man-At-Arms. It was red and resembled a rifle. The Image Shooter could project highly realistic holograms to deceive enemies.

IMPACT RING

[illegible]
Falcon
She-Hawk

SPECIAL ABILITIES
Strength

[illegible] FILMATION POP ANIMATED SERIES
The Impact Ring, worn first by the Falcon and later by the She-Hawk, dramatically increased the strength of punches thrown by the wearer. It was said to increase an individual's blow a hundredfold.

INFINITE PYRAMID

[illegible] [illegible] [illegible] (MOTU MINICOMICS)
When touched, the mystical object known as the Infinite Pyramid could instantly trap an individual within its bizarre interior. The Infinite Pyramid's seemingly endless interior was filled with strange monsters and vanishing walls. Skeletor once trapped Orko and then He-Man within the pyramid, but they managed to escape its confines.

INSTA-LADDER

PRIMARY OWNERS
Man-At-Arms

[illegible] [illegible] ANIMATED SERIES
Concealable and lightweight, Man-At-Arms' Insta-Ladder could be thrown a great distance and included a grappling hook so that the ladder could hang from high places.

INTERGALACTIC AUDIO EAR

PRIMARY OWNERS
Evil Mutants

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Intergalactic Audio Ear was a device created by Crita which allowed the Mutants to eavesdrop on the people of Primus. It was mounted on top of the Mothership and linked to a machine on the bridge that resembled a large gramophone.

INVISIBILITY CAPSULE

[illegible] [illegible] COMIC MAGAZINES
Invisibility Capsules were made from berries found only in the Forests of Rocks. When bitten, they turned one temporarily invisible.

INVISIBILITY HELMETS

PRIMARY OWNERS
Skeletor

[illegible] FILMATION MOTU ANIMATED SERIES
Skeletor's Invisibility Helmets were bulky headgear that, when worn, rendered one invisible.

INVISIBLE RAY

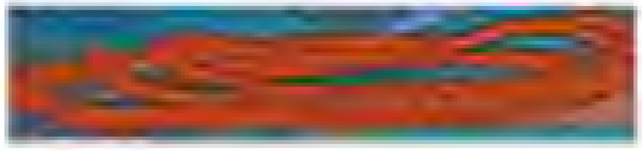
[illegible] [illegible] [illegible] MOTU COMICS
The Invisible Ray was a device which enabled Skeletor to transfer his essence into the body of another living being. By doing so, Skeletor could fully possess the person or animal into which he transferred his essence. He used the Invisible Ray to take possession of Man-At-Arms. In this guise, he accused He-Man of disabling the Royal Palace's defenses and demanded that the hero be taken prisoner. The magic of the Sword of Power ultimately forced Skeletor's spirit out of Man-At-Arms' body.

INVISIBLE SPACE MINES

PRIMARY OWNERS
Evil Mutants

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Invisible Space Mines were a Mutant weapon deployed in space as a trap.

IRONVINE



SPECIAL ABILITIES
Indestructibility

[illegible] [illegible]
One of the most unbreakable substances on Eternia, Ironvine was strong enough to withstand repeated blows from the Sword of Power without showing any signs of wear. He-Man used the vine-like substance to chase a growing boom.

JEWEL OF CONFUSION

SPECIAL ABILITIES
Inflicting confusion

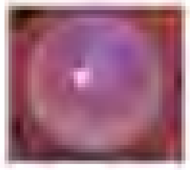
[illegible] [illegible]
The Jewel of Confusion was a talisman that caused disorder and mental confusion. She-Ra once used the jewel to turn the Horde [illegible] and Shadow Weaver in particular against each other.

JEWEL OF FIRE

SPECIAL ABILITIES
Magic
Unlocking the secrets of the universe

[illegible] [illegible]
The Jewel of Fire was a legendary jewel with powers to rival those of Castle Grayskull. In fact, it was a missing piece of Castle Grayskull which was destined to return and resume its place among the stones. Its location was designated on a map that washed up on the shore in a boat, sending both Heroic and Evil Warriors racing to obtain it.

JEWEL OF PROTECTION



[illegible] [illegible]
The Jewel of Protection was kept in the Shrine of the Gryphon and protected by the people of the village of Chandar for over two hundred years. The spherical jewel was, unbeknownst to the villagers, actually the Gryphon's egg.

JEWEL OF THE AGES

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Mind control

[illegible] [illegible]
The Jewel of the Ages allowed the user to control the mind of a victim while the victim was asleep. Skeletor once used the jewel to take control of Teela's mind and made her believe that he was her real father, turning Teela against Man-At-Arms and He-Man.

JEWEL OF THE DESERT

[illegible] [illegible]
The Jewel of the Desert was a diamond-like magical gem that granted great powers to the wielder. For instance, it could cause blinding sandstorms. When placed into the back of a desert lizard, the mystical jewel caused the lizards to become gigantic and vicious.

KAYDEX CRYSTAL

PRIMARY OWNERS
Hunter Prime

[illegible] [illegible]
The Kaydex Crystal was a magical artifact that held the barriers between the five Dimensions in place and kept many evil beings trapped in the Unspoken Nameless Dimension. During an attempt to steal powers from the evil prisoners, Huntor Prime destroyed the crystal, shattering the barrier and unwittingly giving the Unnamed One the means to send agents to the Timeless Dimension. After He-Man became trapped on Trolla, he surmised that Prime's destruction of the crystal had caused the explosions over the skies of Trolla that created a crack in space-time, allowing the Unnamed One's Revenger Squad to attack Trolla and the Temple of Power.

KERIUM WATER CRYSTAL

[illegible] [illegible]
The Kerium Water Crystal was a rare artifact located in a pool of water in Ilearth's Old Ruins. Man-At-Arms used it to power the Transport Beam.

KINETIC IMMOBILIZER

PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
Immobilizing anything or anyone

[illegible] [illegible]
The Kinetic Immobilizer was designed by Man-At-Arms to freeze anything or anyone in place. An activation code had to be entered into the device before it could be used, and its effects could be nullified with the Counter-Immobilizer Chip.

KLINGSOR

OTHER NAMES
Sword of Grom

PRIMARY OWNERS
Magus of the Ilearth Stone

SPECIAL ABILITIES
Bestowing powers equal to He-Man's

[illegible] [illegible]
Klingsor the Sword of Grom, was created long ago by the Magus of the Ilearth Stone and was preserved in their sanctuary, the Crystal Shrine, long after they were gone. If one acquired the sword during the few hours that the Fate Moon covered Ilearth's shadow, they would be granted the same powers as He-Man. When both Skeletor and Hordak attempted to acquire Klingsor, He-Man destroyed it with the Sword of Power.

KREXIAN RAY

PRIMARY OWNERS
Krex

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Krexian Ray was a new energy source developed by Krex and powered by a Vibrholon. It generated "Wisdomicity." Krex hoped it would mean an end to Primus's dependence on the Tribesium Generator.

KRITORIUM STEEL

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Kritorium Steel was one of the strongest and most durable metals in the Tri Solar Galaxy. The laser cannons of Levitan were made from it.

KRUGERRANDOR

1984 MOTU NEWSPAPER STRIPS
The Krugerrandor was a form of currency used in Eternia.

LANGO COMPUTER

SPECIAL ABILITIES
Language translation

1983 FILMATION MOTU ANIMATED SERIES
Kept at the Royal Palace, the Lango Computer could decipher ancient languages and translate radio broadcasts in foreign languages.

LANGUAGE SYNTHESIZER

PRIMARY OWNERS
Heroic Warriors

SPECIAL ABILITIES
Language translation

1985 LADYBIRD MOTU BOOKS
The Language Synthesizer was a part of the Radio Telescope connected to Castle Grayskull's super-computer. It translated any language into Eternian Basic.

LARGE CROSSBOW

1985 FILMATION POP ANIMATED SERIES
Built by the Robots, the Large Crossbow was an impressive weapon on wheels. It had the ability to fire two large arrows at its target.

LASER BUBBLE BLASTER

PRIMARY OWNERS
Evil Horde

SPECIAL ABILITIES
Capturing

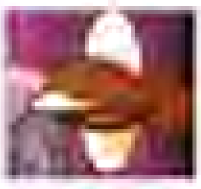
1985 FILMATION POP ANIMATED SERIES
The Laser Bubble Blaster was a gun-like weapon used by the Horde. It projected a beam of energy that created an impenetrable bubble around its target.

LASER CANNON

1983 FILMATION MOTU ANIMATED SERIES
The Laser Cannon was a small metallic weapon with a prominent disk on top.

LASER DARTS

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES



Laser Darts were small explosive darts used in recreational activities. Skeletor was fond of passing time by targeting pictures of He-Man with the darts.

LASER GATE

SPECIAL ABILITIES
Enabling safe passage between Eternia and Despondos

2008 MOTU CLASSICS
The Laser Gate was a passageway leading between dimensions and planets in the Multiverse. The gate existed in the Eternian Dimension with two main portals, one near Eternia and the other near the Tri Solar System, in addition to offshoots leading to the other four dimensions.

The Horde used the Laser Gate to return to Eternia after Shadow Weaver [illegible] in the Dimension of Despondos [illegible]. The Eternian side of the gate had been opened by the treacherous Evil-Lyn, seeking to overthrow Skeletor in order to claim his power for herself and her son [illegible], who was [illegible]. After Hordak used the Laser Gate to bring his army from Etheria to Eternia, She-Ra and many of the Etherian Rebels who had opposed the Horde chose to follow them and join forces with the heroic Renegade Masters of the Universe.

After the Second Ultimate Battleground on Eternia, Skeletor used the Laser Gate to flee Eternia with his new powers, intent on conquering the Horde Empire. After he had gone, two of the Galactic Protectors from the Tri Solar System used the Laser Gate to arrive on Eternia in search of He-Man and She-Ra to help them against the oppression of the Horde Empire.

[illegible]

LASER LASSO

PRIMARY OWNERS
Man-At-Arms
Teela

[illegible] FILMATION MOTU ANIMATED SERIES
The Laser Lasso was a tube-shaped device that could fit in the palm of the hand and shoot out a rope which could bind an opponent. The rope was made of an incredibly strong substance, and turning a knob on top of the device increased the rope's strength. The Laser Lasso was invented by Man-At-Arms and performed by Teela.

LASER MIRROR

PRIMARY OWNERS
Man-At-Arms
Man-E-Faces

SPECIAL ABILITIES
Laser reflection

[illegible] GERMAN MOTU AUDIO PLAYS
Built by Man-At-Arms and Man-E-Faces, the Laser Mirror was a complicated looking device which reflected laser attacks at the attacker. When Skeletor shot at the heroes with a blaster, the Laser Mirror reflected the laser rays, damaging Snake Mountain.

LASER PISTOLS

SPECIAL ABILITIES
Projecting laser beams

[illegible] GOLDEN MOTU BOOKS
Laser Pistols were commonly used arms which projected intense laser beams capable of causing a great deal of damage. They used a variety of energy sources, but most relied on small energy cells.

LASER WEB

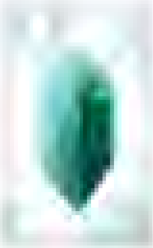
[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Laser Web was a Primus device used to entrap objects in a powerful energy field which could then detonate around it.

LAVA OF AGE

[illegible] UK POP COMIC MAGAZINES
The Lava of Age was a special lava, obtained from the Cave of Fire, which the young Rock Creatures of Etheria were required to eat in order to become adults. She-Ra helped a young Rock Creature called Roc summon up his inner bravery and enter the Cave of Fire to receive the lumps of the Lava of Age and become an adult.

LEGACY STONES

SPECIAL ABILITIES
Providing wings of armor and enhanced strength



2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The Legacy Stones were a pair of ancient green, magical artifacts guarded by Sy-Klone on the island of Anwat Gar. They provided the holder with powerful armor, ornaments of a samurai's and enhanced strength. Skeletor obtained one and activated its powers with the incantation "Mighty stone, legend old, power unto me unfold!" However, He-Man obtained one as well, and this resulted in a huge battle that [illegible] the devices' [illegible] had. The power could be deactivated by removing the helmet. In the end He-Man destroyed the stones, preventing them from ever falling into evil hands.

LEVITATOR BEAM

SPECIAL ABILITIES
Levitation

[illegible] FILMATION MOTU ANIMATED SERIES
The Levitator Beam was a device, operated with both hands, that projected a beam of energy from its barrel. The beam caused any object it hit to levitate, making the object very easy to move.

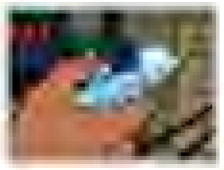
LIFE BRINGER

[illegible] FILMATION MOTU ANIMATED SERIES
The Life Bringer was an ancient device located in a hollowed-out ridge in Stone City. When activated in conjunction with the proper position of the moons, it projected an all-encompassing beam of light which restored the stone statues of Stone City into living beings.

LIFE SCANNER

PRIMARY OWNERS
He-Man

SPECIAL ABILITIES
Detecting living things



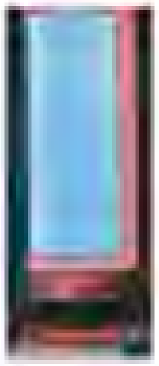
[illegible] FILMATION MOTU ANIMATED SERIES
The Life Scanner was an extremely small device that could detect living things within a certain range, even through stone. He-Man hid the device inside his harness.

LIFE SUPPORT MACHINE

PRIMARY OWNERS
Cinse
Preon Mutants

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Life Support Machine was a device owned by Cinse and the Preon Mutants. When Master Sebrian and Mara crash landed in Preon, Cinse used the machine to keep them alive.

LIFE SUPPORT POD



SPECIAL ABILITIES
Suspended animation

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Life Support Pod kept Dukan alive in suspended animation for many years.

LIFE-FORM DETECTOR

PRIMARY OWNER(S)
[illegible]

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Life-Form Detector was a Mutant device [illegible] used the detector to pick up readings beneath the surface of the planet [illegible] which led the Mutants to [illegible] underground den.

LIGHT AMULET

OTHER NAMES
The Light

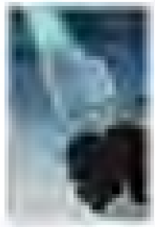
PRIMARY OWNER(S)
Arkus

SPECIAL ABILITIES
Controlling Arkus /
Controlling the Indomitable Dragon

[illegible] GERMAN MOTU AUDIO PLAYS
The Light Amulet (referred to as simply "the Light") was a magical artifact that shone as bright as the sun and, though it originally belonged to Arkus, was used by Man-At-Arms to control him and the Indomitable Dragon.

LIGHT LASSO

PRIMARY OWNER(S)
Dukan



[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Light Lasso was a weapon favored by Dukan which functioned like a traditional lasso but was made of light.

LIGHTSABER

[illegible] FILMATION MOTU ANIMATED SERIES
Wielded by Man-At-Arms, the Lightsaber was a sword made up of solid light. The base of the sword bore a solid hilt, with a button that activated the Lightsaber.

LIMBO BOMB

PRIMARY OWNER(S)
Skeletor

[illegible] UK MOTU COMIC MAGAZINES
The Limbo Bomb, used by Skeletor, was made of rare minerals and took years to construct. When detonated within a dimensional portal, any in the portal would be transported to the dimension of Limbo, a lifeless space prison. Skeletor affixed the Limbo Bomb to He-Man's body during a battle, then tricked him into entering a time portal, stranding him in Limbo.

LIVING IMAGES

PRIMARY OWNER(S)
Sorceress

SPECIAL ABILITIES
Viewing events

[illegible] GERMAN MOTU AUDIO PLAYS
If the Sorceress wanted to show something to He-Man and the heroes of Castle Grayskull, she often used the Living Images. Through these, she was able to watch events that happened in other places or even in other dimensions.

LOCATOR BEACON

PRIMARY OWNER(S)
Skeletor

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Locator Beacon was a handheld signaling device used by Skeletor to summon the Mutant Mothership.

LODESTONE

SPECIAL ABILITIES
Pointing the way to Crystal Mountain

[illegible] LADYBIRD MOTU BOOKS
The Lodestone was a glowing crystal on a golden thread which, due to its natural magnetism, always pointed the way to Crystal Mountain and the secret chamber of the Stone Dwarfs. When Queen Marlena became afflicted by the Curse of Crystal Mountain, He-Man used the Lodestone to locate the Secret Chamber of the Stone Dwarf Elders.

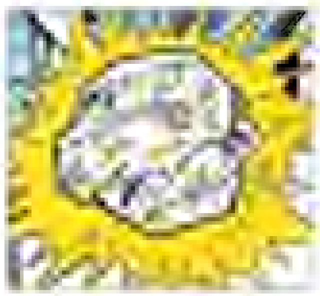
LODESTONE OF THE ANCIENTS

SPECIAL ABILITIES
Magnetizing metal objects

[illegible] UK MOTU COMIC MAGAZINE
The Lodestone of the Ancients could turn any item of it touched into a powerful magnet for a short while. The lodestone was kept in a secret compartment beneath the Sorceress's throne.

LODESTONE OF THE IRON FOREST

PRIMARY OWNERS
Dwarfs of the Iron Forest



[illegible] UK WORLD MOTU ANNUAL
The Lodestone of the Iron Forest was an ancient talisman guarded by the Dwarfs of the Iron Forest. It greatly enhanced the power of one who possessed it. Skeletor and Evil-Lyn once attempted to steal the lodestone from the dwarfs.

LOST STONE OF KILTOR

SPECIAL ABILITIES
Drawing power from sunlight to unleash the Sun Demon

[illegible] UK MOTU COMIC MAGAZINE
The Lost Stone of Kiltor was a powerful magical stone containing the power of the Sun Demon. An ancient stone of legend, the stone was located by He-Man and the archaeologist [illegible] at the foot of a statue in an [illegible]. When they recovered the stone, it absorbed the sun's rays and unleashed the Sun Demon. When He-Man realized the sun was the source of the demon's powers, he cast the stone into a hole beneath the ground, and the Sun Demon faded away.

LUCKY DRAGON CHARMS

PRIMARY OWNERS
Cawmon
Dean

[illegible] UK MOTU COMIC MAGAZINE
The Lucky Dragon Charms were sold by the swindlers Cawmon and Dean. They were supposed to bring good fortune if worn on the left shoulder. Dean did not believe they worked, and Cawmon didn't care as long as they made money. However, a [illegible] of the [illegible] from the Lucky Dragon Charm itself [illegible] that the charms did in fact function as advertised.

MACHINE OF HORROR

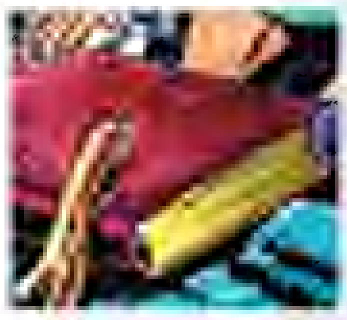
OTHER NAMES
Machine of Power

PRIMARY OWNERS
Lost Magus
Skeletor

[illegible] [illegible] MOTU [illegible]
As their legacy, the Lost Magus left a magical tablet with instructions on how to build the Machine of Horror. Skeletor built the machine from the magical instructions, though he did not know that they had been modified by Beast Man years earlier. Dubbed "the Machine of Power" by Skeletor, it's [illegible] huge [illegible] to [illegible] sunlight to Skeletor's [illegible], thus causing the [illegible] and [illegible] the [illegible] of Eternia. The Machine of Horror was set up by Skeletor in Death Canyon, resulting in He-Man being the only one who could deactivate it. The machine was ultimately shut down by He-Man.

MADAME KERBURSK'S BOOK OF POTIONS

[illegible] UK POP COMIC MAGAZINE
The Book of Potions used to belong to Madame Razz's mentor, Madame Kerbursk. The book was full of recipes for magic potions that could be made from herbs and wildflowers, and it could be very dangerous in the wrong hands.



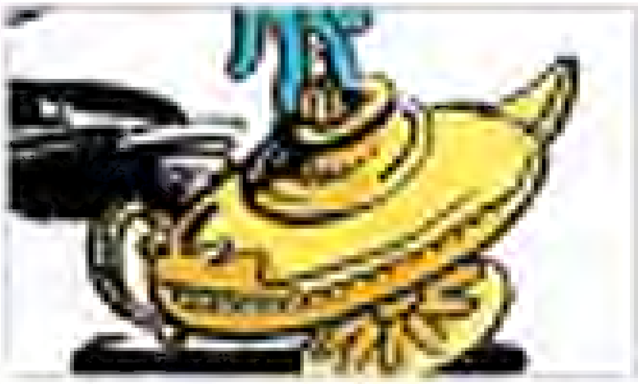
MADAME RAZZ'S BOOK OF SPELLS

[illegible] UK WORLD MOTU ANNUAL
Madame Razz's Book of Spells was a thousand-year-old journal containing many of her magic spells. The likelihood of her casting spells successfully depended upon her proper use of the book.

MAGIC CRYSTAL

[illegible] [illegible] POP [illegible] SERIES
Skeletor's Magic Crystal was an incredibly powerful artifact that could be used only once to create a portal directly into Prince Adam's bedroom. Skeletor planned to use it to capture Adam; however, a [illegible] [illegible] through the portal first, ruining Skeletor's plot.

MAGIC LAMPS



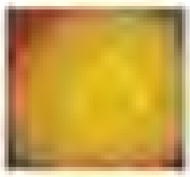
PRIMARY OWNERS
Orko

SPECIAL ABILITIES
Unleashing genies

[illegible] UK MOTU COMIC MAGAZINE
Two Magic Lamps were given to Orko by the friendly Adoramia, the sorceress from Amazonia. Orko found the lamps while clearing out his spare cupboard, which was full of old magic artifacts. The first Magic Lamp contained an evil genie who liked to cause destruction and willingly accepted Skeletor as his master. The second lamp contained a good genie, the brother of the evil genie. When the evil genie caused havoc in Eternia with Skeletor and attacked the Royal City with him, Orko unleashed the good genie and made He-Man his master. The good genie sorted out his wayward brother, and the two genies returned to the lamps.

MAGIC LOCKET

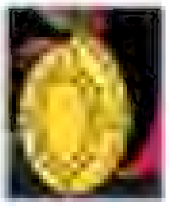
PRIMARY OWNERS
Adora
Sea Hawk



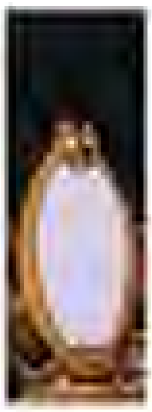
[illegible] FILMATION POP ANIMATED SERIES
Adora and Sea Hawk each possessed a part of the Magic Locket. When one was in trouble, the other's piece of the locket would glow, alerting them that aid was needed.

MAGIC MEDALLION

[illegible] FILMATION MOTU ANIMATED SERIES
Orko's Magic Medallion was a large artifact that could enable the user, specifically a spell caster, to do anything. Though in his possession upon his arrival on Eternia, the medallion was lost in the Eternian Tar Swamp. Its most impressive feat was undoing an entire day's worth of events, which included removing Skeletor and his evil minions from the Royal Palace and returning itself to the Tar Swamp, from which it had been briefly recovered.



MAGIC MIRROR



PRIMARY OWNER
Madame Razz

[illegible] FILMATION POP ANIMATED SERIES
Madame Razz's Magic Mirror aided the Great Rebellion from time to time. It had a sharp tongue but a good heart.

MAGIC MIRRORS

[illegible] GOLDEN MOTU BOOKS
The Magic Mirrors were ancient artifacts guarded by Motta in her home in Enchanted Mountain. Skeletor planned to use the mirrors to defeat He-Man and the Heroic Warriors and forced Motta to show him images of the Heroic Warriors in the mirrors, but Motta revealed the heroes would defeat him. Skeletor used the image of Teela in the mirror to trade bodies with her. As Teela, Skeletor caused a series of strange "accidents" during their ascent up the mountain. When He-Man learned what Skeletor had done, Teela and Skeletor switched back into their own bodies. To prevent this from happening again, He-Man destroyed the mirrors.

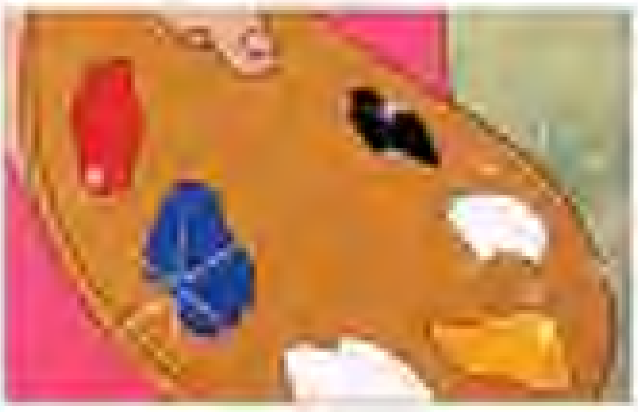
MAGIC NET

PRIMARY OWNER
She-Ra

SPECIAL ABILITIES
Capturing

[illegible] POP MINICOMICS
Made of a material as tough as rubber, the Magic Net was given to She-Ra by the Sorceress as a form of protection. Even Catra's Catlords could not escape it.

MAGIC PAINTS



PRIMARY OWNERS
Shadow Weaver

SPECIAL ABILITIES
Entrapment

[illegible] FILMATION POP ANIMATED SERIES
Shadow Weaver's Magic Paints caused a painter's subject to grow tired and vanish from existence shortly after being painted. The victim then became trapped within their own portrait, even if the painter was unaware of the wicked magic cast upon their subject.

MAGIC PYRAMID

PRIMARY OWNERS
Orko

SPECIAL ABILITIES
Traveling between Eternia and Trolla

[illegible] FILMATION MOTU ANIMATED SERIES
Orko's Trollan-sized Magic Pyramid was initially used to entertain his friends. Each side of the pyramid could open, supporting various items. In short order, the pyramid began primarily serving as a means of travel between Eternia and Trolla, and its three sides made it possible for a trio of Trollans to travel together.

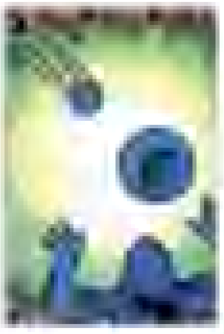
[illegible] MARVEL STAR MOTU COMICS
In the Marvel Star comics, Orko's Magic Pyramid was additionally used to relay messages between Eternia and Trolla.

MAGIC STEALER

SPECIAL ABILITIES
Absorbing and channeling magic

[illegible] MOTU MINICOMICS
The Magic Stealer was a great pyramid-shaped device with glass windows, a control panel, and a chair in its center. The Magic Stealer could absorb all the magic from Eternia and channel it directly into its seated occupant.

MAGIC TABLE

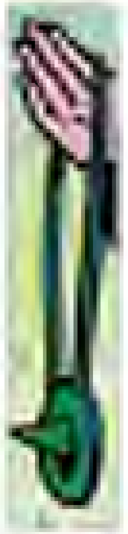


PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Viewing and influencing events

[illegible] [illegible] MOTU COMICS
Skeletor's Magic Table was a large round table which allowed him to spy on his enemies and control the course of Anthworld. During a confrontation with Zodac, Stag Jaw crashed through the table, damaging it beyond repair.

MAGICAL AMULET OF FLIGHT



PRIMARY OWNERS
He-Man
Sorceress

SPECIAL ABILITIES
Granting the holder the power of flight

[illegible] GERMAN [illegible] COMICS
The Magical Amulet of Flight was given to He-Man by the Sorceress and gave him the ability to fly.

MAGICAL HARNESS

PRIMARY OWNERS
Skeletor
Evil-Lyn
[illegible]

SPECIAL ABILITIES
Disguising a person as He-Man

[illegible] GERMAN [illegible] COMICS
Through her magic, Evil-Lyn created a harness that looked identical to He-Man's. By pushing a special [illegible] on its chest emblem, Skeletor was able to take on the form of He-Man. Pretending to be Eternia's champion, he was able to infiltrate the Royal Palace before the harness was destroyed by the real He-Man.

MAGISTAR

PRIMARY OWNERS
Gora
Volcanic Magus

SPECIAL ABILITIES
Spying

[illegible] GERMAN [illegible] AUDIO PLAYS
The Magistar was a magical artifact given to Gora by the Volcanic Magus. It was connected with a false jewel given to Angella. Gora watched through the Magistar as Angella replaced the stone in She-Ra's sword with the false one.

MAGNA-BEAM

PRIMARY OWNERS
Evil Horde

SPECIAL ABILITIES
Power absorption

[illegible] GOLDEN [illegible] BOOKS
The Magna-Beam was a mounted laser gun which, when fired, drained its target's powers.

SEE ALSO: MAGNA-BEAM CHARGER, MAGNA-BEAM TRANSPORTER

MAGNA-BEAM CHARGER

PRIMARY OWNERS
[illegible]

SPECIAL ABILITIES
Converting power from prisoners for the Magna-Beam Transporter

[illegible] FILMATION [illegible] ANIMATED SERIES
Located in the Plunder Room of the Fright Zone, the Magna-Beam Charger was an [illegible] that used a beam to drain willpower from captives and convert it to energy, powering the Magna-Beam Transporter.

SEE ALSO: MAGNA-BEAM, MAGNA-BEAM TRANSPORTER

MAGNA-BEAM TRANSPORTER

PRIMARY OWNERS
Evil Horde

SPECIAL ABILITIES
Teleportation to the Valley of the Lost

[illegible] FILMATION [illegible] ANIMATED SERIES
Powered by the willpower of captives and slaves, the Magna-Beam Transporter was mounted atop the Fright Zone and, when fired, transported an object or location to the Valley of the Lost.

SEE ALSO: MAGNA-BEAM, MAGNA-BEAM CHARGER

MAGNETIC BEAM PROJECTOR

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Magnetism

[illegible] LADYBIRD [illegible] BOOKS
The Magnetic Beam Projector was invented by Skeletor and erected at the highest point on Snake Mountain. Skeletor intended to use it to wrestle the Asteroid of Doom away from [illegible] and draw it toward Eternia.

MAGNETIC GENERATOR

PRIMARY OWNERS
Skeletor

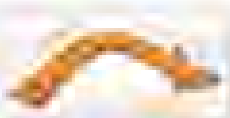
SPECIAL ABILITIES
Magnetism

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Magnetic Generator was a device Skeletor attached to the hull of the [illegible]. It acted like a magnet, pulling Xenon's Comet toward the [illegible].

MAGNETO BOOMERANG

PRIMARY OWNERS
Prince Jeremy

SPECIAL ABILITIES
Magnetism



[illegible] FILMATION MOTU ANIMATED SERIES
The Magneto Boomerang was similar to a traditional boomerang, but it possessed a strong magnetic force. This allowed a skilled user, such as Prince Jeremy, to pick up metallic objects by throwing it.

MAGOR

PRIMARY OWNERS
Elders of Eternia

SPECIAL ABILITIES
[illegible]

[illegible] MOTU COMICS
The Magor was a machine made by the Elders of Eternia. Thousands of years in the past, they used it to take the "evil [illegible]" out of people and then hid the device under Snake Mountain. Skeletor used it to make the Heroic Defenders become hostile, turning against one another and amassing armies to fight for the throne. Eventually, He-Man destroyed the Magor.

MAP OF LIGHTS

PRIMARY OWNERS
Dragosaurs

[illegible] MOTU MINICOMICS
The Map of Lights was etched with mysterious symbols and guarded by the early Dragosaurs. It was apparently the only means by which to find one's way through and out of the Dark Forest on Etheria.

MARELLIAN SKRAK

SPECIAL ABILITIES
Strongest metal in the galaxy

[illegible] FILMATION POP ANIMATED SERIES
Marellian Skrak was the strongest metal in the galaxy and used by the Horde to forge the bars of prison cells.

MARZO'S TREASURE

[illegible] MOTU CLASSICS
Marzo's Treasure was a chest of riches buried in Subternia, very close to the gateway of the [illegible] Kingdom. The treasure was accessible via the Light Hemisphere of Eternia near both Zodak's mountain and the Plains of Perpetua.

MASKS OF POWER (I)

PRIMARY OWNERS
Demo
Tyrella

SPECIAL ABILITIES
Transformation into either Demo or Tyrella

[illegible] FILMATION MOTU ANIMATED SERIES

Located within the City of the Ancients, the golden Masks of Power possessed great magic, with one mask bearing the likeness of Demo and the other Tyrella. By putting on a mask, an individual would be transformed into either Demo or Tyrella, depending on which mask was used.

MASKS OF POWER (II)

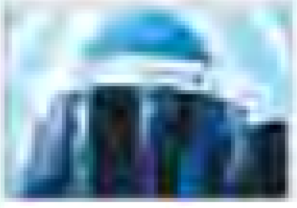
SPECIAL ABILITIES
Transformation of the wearer
Strengthening of the wearer
Sorcery

[illegible] MOTU MINICOMICS
Found hanging on a wall deep in ancient [illegible] ruins, the Masks of Power were fashioned to resemble a [illegible] wolf's head and a green lizard's head. When worn, the Masks of Power imbued the wearers with extraordinary strength which could be

used for good or evil. Those who wore the masks underwent a physical transformation, growing in size and body mass, with their faces taking on the exact features of the masks themselves. The magic of the masks also endowed their wearers with supernatural abilities, such as the power to create magical cages.

MASTER COMPUTER

PRIMARY OWNERS
People of Primus



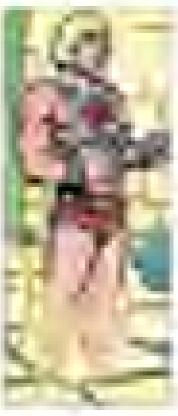
[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Master Computer was a huge supercomputer installed on Primus to make life easier for the people. It controlled all computer systems and machines across the planet.

MASTER CONTROL ROBOT

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Master Control Robot was a machine which controlled all of the [illegible] on the planet [illegible].

MATTER DISTORTION DEVICE



PRIMARY OWNERS
[illegible]

SPECIAL ABILITIES
Teleportation

[illegible] HE-MAN COMIC MAGAZINES
The Matter Distortion Device allowed the Defender to [illegible] heroes from the worlds he visited by teleporting them aboard his ship.

ARTIFACTS AND TECHNOLOGY

MATURATOR

PRIMARY OWNERS
Man-At-Arms

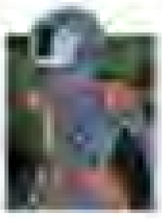
SPECIAL ABILITIES
[illegible]

[illegible] FILMATION (HOTU) ANIMATED SERIES
Man-At-Arms' Maturator was a tabletop device which [illegible] some kinds of items, particularly seeds and fruits, in an attempt to create an inexhaustible food supply for Eternia.

MEDI-SUIT

PRIMARY OWNERS
[illegible]

SPECIAL ABILITIES
[illegible]



[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Medi-Suit was a Primus device used to aid in healing injuries. It was powered by energy crystals.

MECHACATS

[illegible] FILMATION (HOTU) ANIMATED SERIES
Created by the evil wizard Evil with the use of Orko's magical abilities, the Mechacats were robotic lions that were not only the same size as Battle Cat but also emitted the same roaring sounds. Although terrifying in appearance, they were not built of strong materials.

MECHANICAL CAT TAILS

[illegible] FILMATION POP ANIMATED SERIES
In Catra's lair of operations the Mechanical Cat Tails, designed by Entrapta, were positioned beneath the ground. When activated they would spring to life, bursting through the ground and capturing their prey.

MECHANICAL BIRDS

[illegible] FILMATION (HOTU) ANIMATED SERIES

Designed by Man-At-Arms, the trio of metal birds was never put to use. However, one of them did display the ability to break the fourth wall when it winked at the audience.

MECHANO-RAY

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Transforming living beings into machines

[illegible] [illegible] BOOKS
Skeletor's Mechano-Ray could transform any living being into a machine. It was responsible for the creation of both Spydor and [illegible].

MECHANICAL CAT

PRIMARY OWNERS
Catra

SPECIAL ABILITIES
Dark magic

[illegible] [illegible] BOOKS
The Mechanical Cat was made out of a strange green metal. The eyes of the metal cat were black, dull, and lifeless. Catra sent the bizarre gift wrapped [illegible] a mechanical toy to Madame Razz at her surprise birthday party. When Catra arrived at the party, everyone soon learned about the mystery of the Mechanical Cat. It was in fact a [illegible] that ruined the Great Hall of Bright Moon, enclosing it in darkness. The spell was broken by the bright light from the candles from the birthday cake made by the Twiggets. The Mechanical Cat was accidentally destroyed by a [illegible].

MEGACORE

PRIMARY OWNERS
Dragoon

SPECIAL ABILITIES
Absorbing magic from Trollans

[illegible] FILMATION (HOTU) ANIMATED SERIES
The Megacore was a large machine located within Dragoon's fortress that cruelly drained the magical abilities of the Trollan race via a beam. This magic was converted into energy, which Dragoon intended to send to Skeletor.

MEGALASER

PRIMARY OWNERS
Heroic Warriors
Man-At-Arms

SPECIAL ABILITIES
[illegible]

[illegible] [illegible] MINICOMICS
The Megalaser was a laser shoulder cannon wielded by the Heroic Warriors. It was carried on one's back and lifted up over the head and onto the shoulder when needed. It produced mighty laser blasts and included a [illegible] scope.

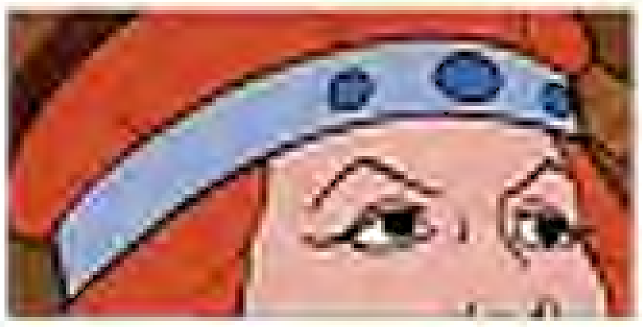
[illegible] UK (HOTU) COMIC MAGAZINES
In the UK comics, Man-At-Arms developed the Megalaser as a [illegible] Warriors.

MELECTRON ANALYZER

PRIMARY OWNERS
Man-At-Arms

[illegible] FILMATION MOTU ANIMATED SERIES
Man-At-Arms' Melectron Analyzer was a complicated device with wires, lights, and a control panel. It was accidentally destroyed during Orko's game of catch with Pod.

MEMORY PROJECTOR



PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
Projection of memories onto a view screen

[illegible] FILMATION MOTU ANIMATED SERIES
Man-At-Arms' Memory Projector could display memories on a view screen via a headset. It only worked with memories still stored in one's head.

MEMORY STONE

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Mind draining

[illegible] LADYBIRD MOTU BOOKS
The Memory Stone, found by the Skeletor in an underground cavern, drained one's mind. Skeletor used the small gray stone to drain Man-At-Arms' mind, preventing the invention or repair of the Heroic Warriors' weaponry and vehicles. He-Man eventually destroyed the Memory Stone with his Power Sword.

MENTA-BEAM

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Forcing target to answer questions truthfully

[illegible] UK MOTU COMIC MAGAZINES
Skeletor's Menta-Beam forced subjects to answer his questions truthfully. He used it on the alien Unmind Barton to find out about the most valuable items on her ship.

MESMONIC FIDDLE

PRIMARY OWNERS
Tom Sun

SPECIAL ABILITIES
Hypnosis
Mind control

[illegible] UK MOTU COMIC MAGAZINES
The Mesmonic Fiddle was the musical instrument played by Tom Sun, the master beggar, artist, and fiddler of the village of Swan Town, in the North Fields of Hordak's Fright Zone. The Mesmonic Fiddle hypnotized listeners and allowed Tom Sun to manipulate their minds. Tom Sun generally used its ability to con people out of money, but his skill with the Mesmonic Fiddle came in handy for the council of Swan Town when they were unable to pay their taxes to the Horde. When Grizzlor, Hordak's tax collector, came to collect the tax, Tom Sun was hired to play him a tune on the Mesmonic Fiddle. The song put Grizzlor in a trance and caused him to walk away from the village empty handed while dreaming of being king of Eternia and having Hordak, Skeletor, and He-Man all bow before him.

MESOTRONIC BOMB

SPECIAL ABILITIES
Powerful explosion

[illegible] FILMATION MOTU ANIMATED SERIES
The Mesotronic Bomb was one of the most powerful explosives ever created on Eternia. The force of its explosion was so great that even He-Man could not contain the debris thrown by the blast.

MESSAGE BALLS

PRIMARY OWNERS
Galactic Council

SPECIAL ABILITIES
Holographic communication

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Message Balls were devices used by the Galactic Council to send holographic messages across the galaxy.

MESSAGE CUBES

PRIMARY OWNERS
Evil Horde

SPECIAL ABILITIES
Storage and playback of video messages

[illegible] FILMATION POP ANIMATED SERIES
Message Cubes were a form of Horde technology which could store video messages and reproduce them for the recipient. The Horde often sent messages to the Great Rebellion using Message Cubes.

METEOR

[illegible] FILMATION MOTU ANIMATED SERIES
This meteor that threatened the planet Earth was actually composed of all the satellites and rockets sent into outer space by the scientists whose job it was to explore space. The meteor was incredibly large and moved through space at a threatening pace.

MICRO COM

PRIMARY OWNERS
Evil Mutants

SPECIAL ABILITIES
Tracking

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Micro Com was a Mutant tracking device which functioned as both a homing beacon and a surveillance device.

MIND LENS

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Mind Lens was an ancient Denebrian artifact which granted its user the power to control minds. Inscribed on its side were the words "He who misuses the Mind Lens will shatter a dream."

MIND STONE

OTHER NAMES
Prosperity Stone

PRIMARY OWNERS
Skeletor
Evil-Lyn

SPECIAL ABILITIES
Moves person's mind into body of another person or a machine

[illegible] DC MOTU COMIC MAGAZINES
The Mind Stone was a powerful meteor that fell to Eternia near the Eyoke' village. They retrieved it and carved it into a statue. Skeletor stole the statue and discovered it allowed him to project his mind into the body of another person or a machine. He first used it to possess Battle Cat and later to control the Heroic Warriors' vehicles, until it was crushed beneath a falling Wind Raider after Skeletor dropped it.

MIND SWEEPER

PRIMARY OWNERS
Evil Horde

SPECIAL ABILITIES
Reading and displaying thoughts

[illegible] FILMATION POP ANIMATED SERIES
A Hordak device, the Mind Sweeper could read thoughts and display them as images on a monitor, causing the victim severe discomfort in the process.

MIND-CONTROL NECKLACE

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Mind control

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Mind-Control Necklace was a magical device created by Skeletor to take control of [illegible].

MIND-CRYSTAL

PRIMARY OWNERS
Heroic Warriors

SPECIAL ABILITIES
Projecting thoughts

[illegible] DC MOTU COMIC MAGAZINES
The Mind-Crystal allowed the holder to project their thoughts into the mind of any person of their choice. Man-At-Arms sent the [illegible] to the Crystal Caves to obtain a sample of the Mind-Crystal for him to experiment with. He intended to use it to develop a method of instant communication between the Heroic Warriors. The Mind-Crystal could also be used to project thoughts into other creatures besides humans, such as spiders.

MIND-BEAM

PRIMARY OWNERS
Hordak

[illegible] DC MOTU COMIC MAGAZINES
The Mind-Beam was a failed invention of Hordak's designed to increase the intelligence of animals. The experiment eventually yielded fruit when Skeletor blasted a spider test subject with the Havoc Staff, blending science and sorcery to produce a giant-sized and hyper-intelligent spider bent on conquering Eternia.

MINIATURIZATION FORMULA

PRIMARY OWNERS
Evil Horde

[illegible] FILMATION POP ANIMATED SERIES
Created by Professor [illegible], the Miniaturization Formula enabled the Horde to shrink their foes by bathing them in a magical blue mist. A Growing Serum was created to counteract the effects of the Miniaturization Formula.

MIRROR OF GRAYSKULL

1986 FRAZETTA EDITION MINI COMICS
The Mirror of Grayskull was an ornate mystical mirror located within Castle Grayskull. It could be used for scrying but could also be physically entered by magical beings.

MIRROR OF MORAVAD

SPECIAL ABILITIES
Duplication

1983 FILMATION MOTU ANIMATED SERIES
Located deep within a cavern at Snake Mountain, the Mirror of Moravad could physically duplicate anyone it reflected, but the duplicate would possess the opposite personality from the original. Thus, the heroic would be evil and the evil heroic.

MIRRORS OF HISTORY

PRIMARY OWNERS
Sorceress
Guardians of Grayskull

SPECIAL ABILITIES
Wisdom of every guardian of Grayskull

1984 MOTU NEWSPAPER STRIPS
Located deep within Castle Grayskull, the Mirrors of History were among Eternia's greatest treasures. They held the cumulative wisdom of every guardian of Grayskull and, when posed with a question, responded with moving images from Eternia's past and potential future.

MIST OF VISION

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Viewing any planet in the universe

1986 UK MOTU COMIC MAGAZINES
The Mist of Vision allowed Skeletor to spy on any planet in the universe. He used this to search for potential warriors who might be able to help him defeat He-Man.

MISTS OF SIGHT

PRIMARY OWNERS
Sorceress

1983 MOTU MINICOMICS
The Mists of Sight served the Sorceress as a magical window through which she could view the world.

MOON ENGINE

PRIMARY OWNERS
Evil Mutants

SPECIAL ABILITIES
Moving planets

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Brain-amplified Mutants invented the Moon Engine to turn Nordor into a mobile moon and point it toward Primus.

MOON JEWEL

PRIMARY OWNERS
Princess Luna

SPECIAL ABILITIES
Inducing love

1986 UK POP COMIC MAGAZINES
The Moon Jewel was kept by Princess Luna on the Etherian moon of Eldor. Any who wore the jewel would love the person holding it.

MOON MIRROR

PRIMARY OWNERS
Callix

SPECIAL ABILITIES
Bridging dimensions

1985 FILMATION POP ANIMATED SERIES
The wizard Callix's Moon Mirror could bridge dimensions when used in conjunction with a spell caster's magic and the proper alignment of the moons. However, if the moons were misaligned, the mirror could cause great destruction.

MOONSTONE

PRIMARY OWNERS
Queen Angella
Glimmer

SPECIAL ABILITIES
Protecting Bright Moon

1985 FILMATION POP ANIMATED SERIES
Located in the Moonstone Chamber of Castle Bright Moon, the Moonstone was a gift given to Queen Angella's family years ago. While the stone was in the Moonstone Chamber, Castle Bright Moon would not fall to an evil force. If the Moonstone was ever removed from the chamber, it could only be restored through a bond across generations, like the bond created by Queen Angella and her daughter Glimmer when they combined their powers.

MOORFIRE STONES

PRIMARY OWNERS
Foxtus Tribe

SPECIAL ABILITIES
Powerful sorcery

[illegible] FILMATION MOTU ANIMATED SERIES
The Moorfire Stones were the eyes of a tribal idol belonging to the Foxtus Tribe. They were powerful artifacts which only the chief's daughter could handle. Rago stole them for his master, Zagore, the sun machine.

MORGOG

PRIMARY OWNERS
Sorceress

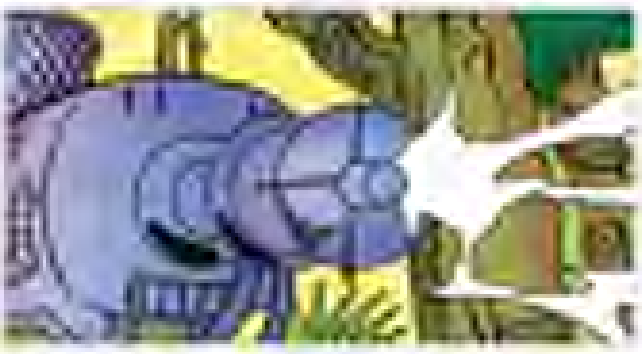
[illegible] DC MOTU COMICS
The Morgog was a giant skull which was a remnant of the formation of Eternia. It was recovered from Gedanor by the Sorceress and placed in the top chamber of Castle Grayskull. She sought to rechannel the mystic energy of this powerful focal point, to be used only for good. Sadly when Orko interrupted her spells, they failed, and the magic became unstable causing weird transformations to everyone near it. In the end, Orko destroyed the giant skull with his temporary new powers.

MOROBOT

SPECIAL ABILITIES
Projecting a destructive beam

[illegible] FILMATION MOTU ANIMATED SERIES
One of many guardians of the kingdom of Moragore, the MoroBot could emit a destructive beam from its eye and had an electrically charged claw.

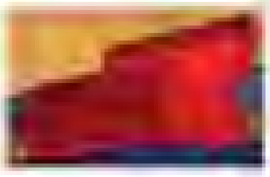
MULTIDIMENSIONAL CORPOREAL PROJECTOR



[illegible] ITALIAN MU COMIC MAGAZINES
The MultiDimensional Corporeal Projector was a device used by Skeletor to duplicate and project solid images of living beings which could then be sent to attack enemies. Skeletor used the device to create an army of mindless Buzz-Off duplicates which he then used to attack He-Man and Battle Cat.

MUSIC BOX

PRIMARY OWNERS
Orko



[illegible] FILMATION MOTU ANIMATED SERIES
Orko built the Music Box out of random parts in Man-At-Arms' workshop. Though the box played music, it was also a ticking time bomb.

MUTATOR

PRIMARY OWNERS
Scientists of Primus

SPECIAL ABILITIES
Mutation

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Mutator was a device created by the Scientists of Primus which could change any human into a Mutant.

MYSTIC CAGE

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Imprisonment

[illegible] GOLDEN MOTU BOOKS
In another dimension, the Mystic Cage hung beside the Cosmic Clock. It was powerful enough to hold the Sorceress captive.

MYSTIC CAGE OF BONE

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Imprisonment

[illegible] FILMATION POP ANIMATED SERIES
Skeletor's Mystic Cage of Bone was circular and made of bone. Though it appeared somewhat flimsy, it was infused with the dark evil magic and impossible to escape.

MYSTIC CRYSTAL

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Turning those who touch it to stone

[illegible] UK MOTU COMIC MAGAZINES
The Mystic Crystal turned those who touched it to stone. The only one was found somewhere in the underwater city of Merlantis.

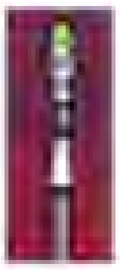
MYSTIC GLOBES OF RAMASZAMA

PRIMARY OWNERS
Orko

[illegible] FILMATION MOTU ANIMATED SERIES
The Mystic Globes of RamaSzama were four artefacts in Orko's possession which, in conjunction with his own magic, could be transformed into gifts for recipients of his choosing. Each globe had a unique illustration on it.

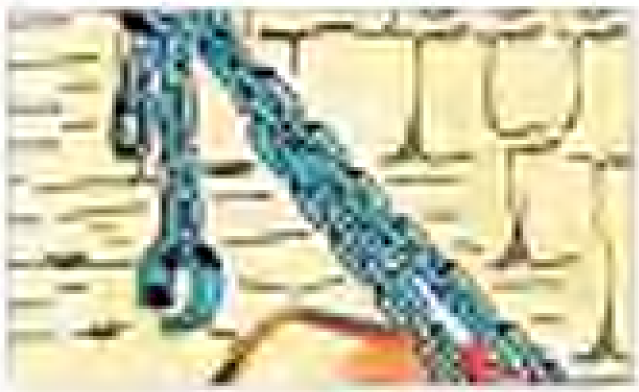
MYSTIC WALL GENERATOR STAFF

PRIMARY OWNERS
Man-At-Arms



[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
Developed by Man-At-Arms, the Mystic Wall Generator Staff was powered by magical energy from the Sorceress and generated the Mystic Wall.

MYSTICAL CHAINS



PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Inducing loyalty in savage animals

[illegible] UK MOTU COMIC MAGAZINE
Skeletor's Mystical Chains would cause a savage animal captured with them to become utterly loyal to him.

NECROTIA

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
Necrotia was a purple liquid which, when added to one of Tri-Klops's inventions, caused an explosion that accidentally transformed Odiphus into Stinkor.

NEGA-MIND TRANSMITTER

PRIMARY OWNERS
Two Bad
Skeletor

SPECIAL ABILITIES
Mind-swapping

[illegible] UK MOTU COMIC MAGAZINE
The Nega-Mind Transmitter was a ring invented by Two Bad for Skeletor. It allowed the wearer to mentally switch bodies with any person they chose. Skeletor used it to take over He-Man's body, leaving He-Man stranded in Skeletor's body until he realised that the ring he was now wearing was the source of the mental transfer, allowing him to swap back.

NEGA-TANK

PRIMARY OWNERS
Hordak

[illegible] UK MOTU COMIC MAGAZINE
The Nega-Tank was a machine Hordak was working on building when Horde Prime instructed him to travel to the planet Jampala to recruit Drakon.

NEURO-TRANSDUCER

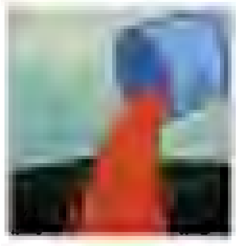
PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
Reading thoughts

[illegible] LADYBIRD MOTU BOOKS
Man-At-Arms' Neuro-Transducer was a device attached to the head of a living organism, synthesising and releasing hormones that served as a link between the nervous system and the pituitary gland. It granted the user the ability to read the thoughts of persons and animals affected by the device.

NODROXYN

SPECIAL ABILITIES
Explosive



[illegible] FILMATION MOTU ANIMATED SERIES
The orange-coloured Nodroxyn was the most powerful liquid explosive on Eternia. It was used to break open Darkdream's chamber and return one of Eternia's moons to its proper orbit.

NOISE MACHINE

PRIMARY OWNERS
Hordak

SPECIAL ABILITIES
Producing loud noises

[illegible] UK MOTU COMIC MAGAZINE
Hordak's Noise Machine could create loud sounds powerful enough to shatter glass.

NORDOR CRYSTAL

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Physical transformation
[illegible] powers
Inducing irrational behavior

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Nordor Crystal was an evil and powerful artifact that was responsible for the creation of Nordor itself. Anyone who came near it would be physically transformed, have their powers [illegible], and begin acting irrationally. When He-Man destroyed the Crystal, Skeletor absorbed its power permanently.

NULLER DEVICE

PRIMARY OWNERS
Hordak

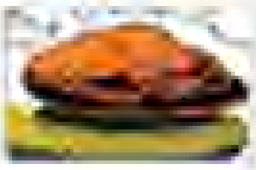
SPECIAL ABILITIES
Nullifying gravity

[illegible] UK POP COMIC MAGAZINES
Invented by Hordak, the Nuller Device canceled out gravity, leaving those affected by it to float helplessly, weightless, in the air.

NULL-STONE OF NADOS

PRIMARY OWNERS
Nabob

SPECIAL ABILITIES
Nullifying magic



[illegible] UK POP COMIC MAGAZINE
The Null-Stone was one of nine stones collected by Nabob, one of Eternia's First Ones. It could nullify the magical powers of anyone or anything it came in contact with, and if exposed to its light for an extended period, the effects would be permanent.

NULLIFIER

PRIMARY OWNERS
[illegible]

SPECIAL ABILITIES
Draining power from the Amber Crystal of Millunia

[illegible] ANIMATED SERIES
The Nullifier was a gun developed by the [illegible] to drain the Amber Crystal of Millunia of its power. It could only be used for limited periods of time and had a usage indicator on its side.

NUTRO-WEBS

PRIMARY OWNERS
Heroic Warriors

SPECIAL ABILITIES
[illegible]

[illegible] COMIC MAGAZINES
Nutro-Webs were used by the Heroic Warriors to prevent [illegible] from escaping. They were dropped over enemies from Wind Raiders, and had clips that bit into the ground, preventing escape.

OMNI-SPECTRA-ANALYSIS MACHINE

PRIMARY OWNERS
Hordak

SPECIAL ABILITIES
Analysis of magical entities

[illegible] COMIC MAGAZINES
Hordak's Omni-Spectra-Analysis Machine scrutinized sources of magic to determine their origins, abilities, and properties.

ONEIRIC CRYSTALS

[illegible] MAGAZINES
When placed on one's forehead, the highly addictive Oneiric Crystals induced intense hallucinogenic effects.

ORB OF AGONY

PRIMARY OWNERS
Keldor

[illegible] MIKE YOUNG PRODUCTIONS [illegible] ANIMATED SERIES
Stolen by Evil-Lyn and presented to Keldor, the Orb of Agony was a mysterious purple artifact about which nothing specific was known. Prior to its theft, it was located alongside other artifacts in an undisclosed location featuring a stained glass window.

ORB OF DARKNESS

PRIMARY OWNERS
Krylak the Mighty

SPECIAL ABILITIES
Absorbing and imprisoning the light of goodness

[illegible] DC MOTU COMIC MAGAZINE
The Orb of Darkness was attached to a ring worn by Krylak the Mighty. When Krylak came to Eternia, the Orb of Darkness slowly drained the light of goodness from the world, leaving the heroes powerless and allowed Krylak to imprison the Sorceress inside of the orb. He-Man destroyed the orb, freeing the Sorceress.

ORB OF POWER

OTHER NAMES
Orb of All Wisdom
Great Orb
Orb of the Elders

PRIMARY OWNERS
Council of Elders
Sorceress

SPECIAL ABILITIES
Omniscience

[illegible] GOLDEN MOTU BOOKS
The Golden Books stated that the Orb of All Wisdom was kept within Grayskull's Crystal Chamber.

[illegible] BIG BLUE MOTU RECORD
The Orb of Power was an omnipotent glowing orb which contained all of the Elders' power and wisdom about the universe. When a woman in white armor came to them in Eternia's distant past to warn them the Great Skeletor would one day pose, they condensed their powers into the orb in a flash of brilliant light.

Aware of the danger that the forces of evil might one day gain control of the orb, they transformed the Hall of Wisdom into the fearful Castle Grayskull and hid the orb deep within.

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
In the animated canon, the Council of Elders was the ruling body immediately before Bandar became king. After Keldor's assault on the Hall of Wisdom, the Elders condensed their physical bodies, knowledge, and power into a glowing blue orb and entrusted it to the Sorceress, who hid it below Castle Grayskull.

Both the Sorceress and Zodak used the orb to call upon the power of the Elders in times of dire threat. Zodak did so with the battle cry "By the Elders!"

[illegible] MOTU CLASSICS
The Classics continuity described the Orb of Power, also called the Great Orb and the Orb of the Elders, was a mystical sphere into which the Council of Elders transferred the power from the Sword of He to protect it, as part of their bargain with the Chronos of Preternia. They combined the sword's raw power with their own wisdom, allowing it to tap into the ancient magic of the Starseed.

The Elders stored the orb in the Crystal Chamber beneath Castle Grayskull, where it floated above the abyss leading to the planet's core and the Starseed. The orb powered the Sword of He remotely, but only a worthy descendant of King Grayskull could harness the orb's power.

King Grayskull's widow, Veena, guarded the Orb of Power and occasionally tapped into its power to help protect it. King Grayskull's spirit lived on within Castle Grayskull and was indeed the one who advised the Council and Veena to create the orb.

[illegible]

ORBITAL DISRUPTER

[illegible]

PRIMARY OWNERS
[illegible]

SPECIAL ABILITIES
Mass destruction

[illegible] DC MOTU COMIC
The Evil Horde's Orbital Disrupter was a large bird-shaped plasma generating cannon. It could target a region of a planet's surface from space and annihilate everything for leagues around.

ORPHYR

OTHER NAMES
Stone of Life

SPECIAL ABILITIES
Holding together Castle Grayskull

[illegible] GERMAN SPAIN MOTU COMICS
The Orphyr, also known as the legendary Stone of Life, was a glowing gem hidden deep within the Vaults of Power beneath Castle Grayskull. Without it, Grayskull would lose its power and collapse. Even the threat of the approaching Skeletor in search for the stone caused the castle to begin to crumble, but the Orphyr's safety was ultimately assured when the Vaults of Power flooded, thus restoring the castle.

PADAWENN STONES

SPECIAL ABILITIES
Activating the Altar of Schreidor

[illegible] APOCALYPTIC MOTU COMICS
The Padawenn Stones were a pair of cylindrical artifacts used together to activate the Altar of Schreidor and access an unknown, interdimensional realm.

PALADORIUM STEEL

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Paladorium Steel was an incredibly strong metal found in the Tri Solar Galaxy. It was very difficult to damage, and Artilla's beams were among the few things which could penetrate it.

PARALYZER RAY

PRIMARY OWNERS
Evil Warriors

SPECIAL ABILITIES
Paralyzing enemies

[illegible] FILMATION He-MAN ANIMATED SERIES
The Paralyzer Ray was a gun-like device with a small barrel and a viewfinder on top which projected a ray to paralyze its target. It was used by the Evil Warriors.

PARALYZING VOICE

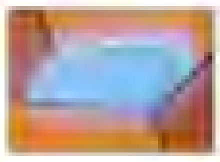
PRIMARY OWNER
Man-At-Arms

SPECIAL ABILITIES
Paralyzing enemies

[illegible] He-MAN AUDIO [illegible]
The Paralyzing Voice caused the Ring of Absolute Power to go up in flames and dissolve when He-Man used the weapon to remind Skeletor that he would lose the magic power if he didn't share the joy with his henchmen.

PARTHAX

PRIMARY OWNERS
Eternians



[illegible] FILMATION He-MAN ANIMATED SERIES
Parthax was a blue gem-like material which shone very brightly, prompting those that saw it to shield their eyes. The most powerful element found on [illegible], it was a key component of [illegible].

PARTICLE ATOMIZER

PRIMARY OWNER
Modulok

SPECIAL ABILITIES
Molecular manipulation
Destruction

[illegible] UK WORLD He-MAN ANNUALS
Invented by the Horde scientist Modulok, the Particle Atomizer changed the molecular structure of any object, causing it to explode.

PARTICLE TRANSMITTER

OTHER NAME
Transductor

PRIMARY OWNER
Scientists of Primus

SPECIAL ABILITIES
Transporting anything anywhere

[illegible] THE NEW ADVENTURES OF He-MAN ANIMATED SERIES
The Particle Transmitter, also known as the Transductor, was a device created by the Scientists of Primus which could transport anything anywhere, including into different dimensions.

PEARL OF POWER

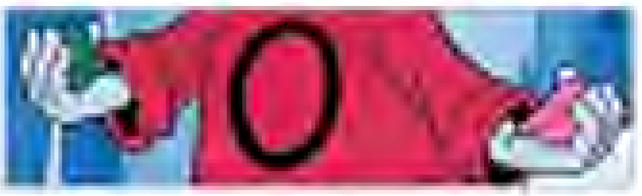
SPECIAL ABILITIES
Mind control
Magically binding its [illegible]

[illegible] FILMATION He-MAN ANIMATED SERIES
The glowing Pearl of Power was located in the underwater city of Aquatica and gave the wielder the ability to control minds and magically bind those who would oppose them.

PEPPER

[illegible] FILMATION He-MAN ANIMATED SERIES
Believed by Orko to be ancient magic from the planet Earth, Pepper was a spice that, when inhaled, caused uncontrollable sneezing by both Skeletor and Orko.

PERMA POWDERS



PRIMARY OWNER
Orko

SPECIAL ABILITIES
Freezing or unfreezing someone

[illegible] FILMATION He-MAN ANIMATED SERIES
Orko's magical Perma Powders came in two colors, red and green. The green powder would freeze someone in their tracks, and the red powder would release them. This system was rather confusing to Orko.

PHANTOM MACHINE

PRIMARY OWNER
Skeletor

SPECIAL ABILITIES
Manufacturing phantoms

[illegible] He-MAN COMICS
Built by Skeletor and powered by his magic, the Phantom Machine projected large phantoms of Evil Warriors which "haunted" Eternia, unable to inflict harm but terrifying the populace. The machine was hidden inside a crystal pyramid. When the heroes began fighting the phantoms, the machine overloaded and, as a final defense mechanism, conjured phantom Snake Men, which took Skeletor away to safety.

PHASE SUIT

PRIMARY OWNERS
Galen Bycroff

SPECIAL ABILITIES
Enabling the wearer to pass through solid walls

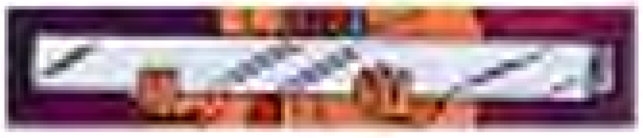
[illegible] UK MOTU COMIC MAGAZINE
The Phase Suit was used by the intergalactic criminal Galen Bycroff to enable easy invasion of spacecraft. The suit allowed him to simply pass through solid materials without being detected, thus saving him from having to break and enter in order to commit a robbery.

PHOSPHO CRYSTALS

SPECIAL ABILITIES
Producing bright flashes

[illegible] FILMATION MOTU ANIMATED SERIES
Phospho Crystals produced blinding flashes of light when thrown on the ground and shattered.

PHOTANIUM



SPECIAL ABILITIES
Near indestructibility

[illegible] FILMATION MOTU ANIMATED SERIES
Photanium was a nearly indestructible metal mined on and exported by [illegible]. It was used by Eternians to make incredibly strong armaments and machinery. However, even Photanium could not withstand the strength of He-Man.

[illegible] MOTU CLASSICS
Photanium was stated in the Classics continuity to be the strongest metal in the universe.

PHOTANIUM BODY CELLS

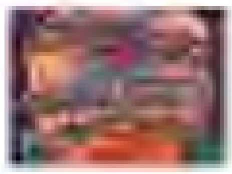
SPECIAL ABILITIES
Indestructible

[illegible] FILMATION MOTU ANIMATED SERIES
Made of the nigh-indestructible Photanium, the sarcophagus-like Photanium Body Cells were designed to keep a prisoner standing upright with no mobility whatsoever and only a small gap through which to see.

PHOTANIUM CHAINS

PRIMARY OWNERS
Queen [illegible]

SPECIAL ABILITIES
Near indestructibility



[illegible] FILMATION MOTU ANIMATED SERIES
Fashioned by Queen [illegible] using her Spin Magic and Photanium, the Photanium Chains were designed to be unbreakable bonds. Only He-Man was strong enough to escape them.

PHOTANIUM SCYTHE-BLAZER

[illegible] FILMATION MOTU ANIMATED SERIES
The Photanium Scythe-Blazer served as a rifle-like weapon but also included a scythe blade beneath the barrel.

PHOTANIUM SHIELD

PRIMARY OWNERS
Prince Adam
Man-At-Arms

SPECIAL ABILITIES
Near indestructibility

[illegible] FILMATION MOTU ANIMATED SERIES
The Photanium Shield was made of the nearly indestructible metal Photanium and was used by both Prince Adam and Man-At-Arms.

PHOTANIUM TRI-BLADE

PRIMARY OWNERS
Man-At-Arms

[illegible] FILMATION MOTU ANIMATED SERIES
The Photanium Tri-Blade was designed by Man-At-Arms. It consisted of a handle with three spinning blades. It was fashioned out of what Man-At-Arms believed was Photanium but turned out to be worthless scrap metal, and the weapon was easily destroyed.

PHOTOG EMULATOR

PRIMARY OWNERS
Fearless Photog

[illegible] MOTU CLASSICS
The Photog Emulator was the invention of [illegible] apprentice. When the Science Council selected [illegible] to present the emulator at Eternos, a small miscalculation caused a flux overload that merged [illegible] with his invention. [illegible] found that he could drain his enemies' powers and display them [illegible]. The original function of the emulator was never revealed.

PHOTON BLASTER

PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
Stunning

[illegible] FILMATION MOTU ANIMATED SERIES
Man-At-Arms' Photon Blaster was a rifle which projected a beam of energy to temporarily stun an adversary.

PHOTON BLASTER CANNON

PRIMARY OWNERS
Skeletor

[illegible] FILMATION MOTU ANIMATED SERIES
Built by Skeletor and the Evil Warriors on Eternia's Dark Moon, the Photon Blaster Cannon was a formidable energy weapon with a skull motif. It was powerful enough to blast a target an immense distance away—on the Bright Moon.

PHOTON CUTLASS

PRIMARY OWNERS
Falcon
Sea Hawk

SPECIAL ABILITIES
Cutting through anything
Stunning

[illegible] FILMATION POP ANIMATED SERIES
Wielded first by the Falcon and then handed down to the Sea Hawk, the Photon Cutlass had a variety of settings. When set to cut through anything, its energy blade would glow red; when set to stun, the blade would glow blue.

PHOTON NEUTRALIZER

PRIMARY OWNERS
Optikk

[illegible] MOTU CLASSICS
The Photon Neutralizer was the weapon of the Demolition Space Mutant Optikk, who became one of the most feared warriors in the Tri-Solar System because of it.

PLANS OF GRAYSKULL

[illegible] MOTU COMICS
The Plans of Grayskull were a collection of scrolls contained within a shimmering steel case and hidden in the Ice Caverns. They were protected by the monster Borgha and were said to include the key to power over all Eternia. When Skeletor attempted to acquire them, Borgha made the grotto collapse, and the scrolls were then unattainable.

PLASMA

SPECIAL ABILITIES
Powerful magic

[illegible] MOTU CLASSIC MINI-COMICS
The plasma of Eternia's core possessed powerful magical abilities, though what those were was unspecified. Horde Prime planned to steal the plasma for his own use and destroy Eternia in the process.

PLASMA CANNON

PRIMARY OWNERS
Evil Horde

SPECIAL ABILITIES
Projecting powerful plasma beam

[illegible] FILMATION POP ANIMATED SERIES
Plasma Cannons were large weapons on the Horde Dreadnoughts. When fired, they produced a red beam powerful enough to knock a ship out of the sky.

PLATEELIUM DOME

PRIMARY OWNERS
Duck Head

[illegible] MOTU CLASSICS
The Plateelium Dome was the apparatus worn by Duck Head that was filled with the stinking, foul waters of the Quagmi Swamp, his home.

POLARIZER

OTHER NAMES
Polarizer of [illegible]

PRIMARY OWNERS
[illegible]

SPECIAL ABILITIES
Control over people and sea creatures
Projecting holograms
Projecting black lightning

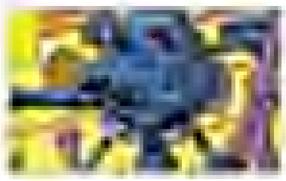
[illegible] MOTU COMICS
The Polarizer was a spherical object wielded by [illegible] which could control people and sea creatures, project holograms, and shoot black lightning bolts at enemies.

[illegible] MOTU CLASSICS
In the Classics continuity, the Polarizer of [illegible] was one of several magical talismans coveted by Skeletor as a means of breaching the Jaw Bridge of Castle Grayskull.

POLLEN TRANSMITTER

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Dispersal of sickening contagion

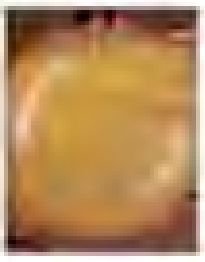


[illegible] MOTU COMICS
The Pollen Transmitter was built by Skeletor in the [illegible]. It dispersed chemically altered pollen carrying a deadly contagion across Eternia. The invention was destroyed by Orko with explosives.

POLTI COMMUNICATOR BALL

PRIMARY OWNERS
Polti

SPECIAL ABILITIES
Communication



[illegible] FILMATION MOTU ANIMATED SERIES
The Polti Communicator Ball was a spherical floating yellow device used by the Polti to communicate over long distances.

PORTABLE MINIATURIZATION UNIT

PRIMARY OWNERS
Man-At-Arms

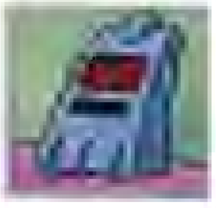
SPECIAL ABILITIES
Shrinking objects

1983 FILMATION MOTU ANIMATED SERIES
Man-At-Arms' Portable Miniaturization Unit was a levitating device approximately five feet high. It projected a ray of energy which would shrink anything in its path.

PORTABLE TELEPORTATION DEVICE

PRIMARY OWNERS
Man-At-Arms

1983 FILMATION MOTU ANIMATED SERIES
The Portable Teleportation Device was developed by Man-At-Arms. The handheld gadget could teleport an object or person anywhere on Eternia, provided the coordinates were properly aligned. If they were not, however, the transported item or individual would reappear at a random place on the planet.



PORTAPRISON

PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
Imprisonment

1983 FILMATION MOTU ANIMATED SERIES
Designed by Man-At-Arms, the Portaprison was an orange bowl-like device which would be held above a captive's head and then activated. Tough metal bars would [illegible] downward to form a temporary holding cell. In a variation of the device, the bars would appear instantaneously with a flash of light.

POSIBOMB

PRIMARY OWNERS
Hordak

SPECIAL ABILITIES
Creating powerful explosion

1986 UK MOTU COMIC MAGAZINE
The Posibomb was an explosive used by Hordak. It was powerful enough to destroy an entire village.

POSITROIDS

SPECIAL ABILITIES
Projecting energy bolts

1983 FILMATION MOTU ANIMATED SERIES
Positroids were ancient Eternian weapons found in Castle Grayskull's Hall of the [illegible]. These basketball-sized spheres were fired from a cylindrical device and would grow in size, emitting a strange glow and projecting bolts of tremendous energy.

POWER CELL

SPECIAL ABILITIES
Imprisonment

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
A Power Cell was a Primus device used for holding prisoners. It was said that nobody had ever escaped from one.

POWER CHAMBER

PRIMARY OWNERS
Evil Mutants

SPECIAL ABILITIES
Draining strength

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Power Chamber was a device found by the Mutants on the Asteroid of Junk. When someone was placed inside the chamber, it would drain them of all their strength.

POWER CUBES

1986 UK POP COMIC MAGAZINE
The Power Cubes were the fuel of an alien space craft, which [illegible] Etheria's Hordak [illegible] their power with the machines in the [illegible] to create a new vehicle, the [illegible].

POWER DRAINER

PRIMARY OWNERS
Evil Horde

SPECIAL ABILITIES
Strength depletion

1985 FILMATION POP ANIMATED SERIES
The Horde's Power Drainer depleted the strength of a person or animal when placed around their neck.

POWER MULTIPLIER

[illegible] COMIC MAGAZINE
The Power Multiplier was a double-belted chest harness etched with ancient writing, discovered in a large meteor chunk from an exploded planet. When Skeletor found the Power Multiplier and put it on, it resulted in a number of strange effects. When the Power Multiplier's dial was turned, Skeletor grew four additional arms. The Power Multiplier also increased Skeletor's agility, enabled him to grow in size, and made him impervious to [illegible] exploding arrows. When the Power Multiplier's effects were merged with Skeletor's absorption of the Power of Grayskull, the villain became gigantic and grew an additional head.

POWER PEARL

SPECIAL ABILITIES
Transformation of human legs to fins

[illegible] FILMATION POP ANIMATED SERIES
Located in the underwater kingdom of Salinas, the Power Pearl enabled the populace of the kingdom to transform their human legs into fins to navigate the Eternian oceans with ease.

POWER SPIRAL

OTHER NAMES
Spiral of Power

[illegible] GOLDEN BOOKS
Those who ruled Eternia in its ancient past created the Power Spiral, also called the Spiral of Power. It created in a large volcanic pit—was designed to hold knowledge. Five robots were sent out into the universe on a ... to collect information and store it in the rod-shaped key to the Power Spiral. Upon their return, during He-Man's time, they inserted the key into the spiral, and it downloaded the knowledge they had collected and uncovered in the lost City of Light.

POWER STAFF

[illegible] MOTU CLASSICS
The Power Staff was a weapon wielded by the Eternian Palace Guards in defense of Eternos Palace and King Randor.

POWER SWORD OF EVIL

PRIMARY OWNERS
Skeletor
Mer-Man

SPECIAL ABILITIES
Unleashing a ... beam

FOR SKELETOR'S SWORD OF POWER, SEE HAVOC BLADE; SWORD OF POWER

[illegible] MOTU AUDIO PLAY
When Skeletor returned from a long and dangerous journey through the Plain of Eternity, he brought Skeletor a mysterious sword. Skeletor referred to it as his Power Sword of Evil. Its tip was ... in ... Just a small scratch from the ... sword was enough to put He-Man into a comatose state.

POWER-DRAINER

PRIMARY OWNERS
Polt

SPECIAL ABILITIES
Draining and transferring power from one group to another

FOR THE HORDE STRENGTH-DRAINING DEVICE, SEE POWER DRAINER

[illegible] MOTU COMIC MAGAZINE
The Power-Drainer is Polt's floating pyramid. It could drain the powers from one group of warriors and transfer them to another. Polt used it to steal the powers of the Heroic and Evil Warriors of Eternia and transfer them to his own army.

POWERGEM CRYSTAL

PRIMARY OWNERS
Evil Horde
Shadow Weaver

SPECIAL ABILITIES
Magic

[illegible] FILMATION POP ANIMATED SERIES
The Horde's Powergem Crystal gave Shadow Weaver much of her power. It was responsible for transforming her into the twisted creature she became.

POWER-SAPPER

PRIMARY OWNERS
Hordak

SPECIAL ABILITIES
Draining and transferring someone's power

[illegible] UK MOTU COMIC MAGAZINE
Invented by Hordak, the Power-Sapper was designed to drain the power of a captive imprisoned on a ... and transfer it to a ... Dome above. The device was lost when He-Man hurled it into space.

POWER-SCANNER

PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
Determining magical properties

[illegible] UK MOTU COMIC MAGAZINE
Man-At-Arms' Power-Scanner could scan objects and determine their magical properties.

POWER-SHIELD PROJECTOR

PRIMARY OWNERS
Skeletor

[illegible] ... MOTU BOOKS
The Power-Shield Projector was a ... on three ... legs. When activated, it projected an impenetrable force field bubble around whatever object it was attached to. Additionally, it included a Power-Probe, designed to drill down through the planet's crust until its energy core was reached.

PSYCHOTRONIC SPECTREMETER

PRIMARY OWNERS
Hordak

SPECIAL ABILITIES
Draining magic

[illegible] UK WORLD (MOTU ANNUALS)
The Psychotronic Spectremeter was a spherical helmet which drained magic from the wearer, to then be used by Hordak.

PYRAMID OF IMMORTALITY

[illegible] GERMAN (MOTU AUDIO PLAYS)
The book entitled The Pyramid of Immortality contained what was believed to be a fairy tale about a location of the same name. A couple of copies of this book, which, according to Prince Adam, was badly written, were kept in the Royal Library. It was eventually discovered by Skeletor that the book truly told where and how to find the pyramid.

[illegible]

RADAR INTERFERENCE DEVICE

PRIMARY OWNERS
Scientists of Primus

SPECIAL ABILITIES
Jamming radar

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Radar Interference Device was created by the Primus scientists to jam Mutant surveillance devices monitoring the village of Zaphar.

RADIO RECEIVER

PRIMARY OWNERS
Zodac

SPECIAL ABILITIES
Interception of radio transmissions

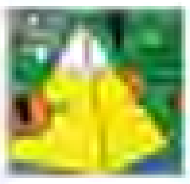
[illegible] HEMPHER (MOTU BOOKS)
The Radio Receiver was a device aboard Zodac's spacecraft which allowed him to intercept radio transmissions as a means of gathering reconnaissance.

RADIO TRANSMITTER

PRIMARY OWNERS
Skeletor

[illegible] UK WORLD (MOTU ANNUALS)
Skeletor's Radio Transmitter sent radio signals out into space and attracted evil and dangerous creatures to Eternia.

RADIONICS MACHINE



[illegible] BRAZILIAN (EDITORA ABRIL MOTU COMICS)
The pyramid-shaped Radionics Machine was a large device kept by the alchemists of Eternia. It was reputed to cure diseases and hunger, but in the wrong hands its power could cause great destruction.

RAINBOW QUARTZ

[illegible] FILMATION MOTU ANIMATED SERIES
Rainbow Quartz was a colorful element. When its dust is used to power the High-Frequency Transmitter. It was only found in a cavern within Snake Mountain.

RAM STONE

PRIMARY OWNERS
Faceless One

SPECIAL ABILITIES
Piercing any barrier

[illegible] MIKE YOUNG PRODUCTIONS (MYP) ANIMATED SERIES
Possessing magic and able to pierce any barrier, the Ram Stone was an ancient Eternian artifact guarded by the Faceless One in Zalesia. The stone's powers could be activated with the incantation "Vir, ba tol, ah moh!" When used by the Evil Warriors against He-Man, it forced him to revert back into Prince Adam with a green burst of energy.

Later Count Marzo was able to acquire it from the Faceless One as he joined Skeletor's Council of Evil. Skeletor used Count Marzo's amulet and the Ram Stone together, adding power from his Havoc Staff to create an even more powerful spell. This time the large hemisphere was a skeleton that became a huge energy blast that broke through Grayskull and all the way into the Crystal Chambers. During a battle He-Man destroyed it with the Sword of Power.

[illegible] MOTU CLASSICS
The Classics canon presented the Ram Stone in a similar fashion as one of the magic artifacts guarded by King Nikolas Powers of the kingdom of Zalesia, after he was cursed to haunt the ruins of his kingdom as the Faceless One.

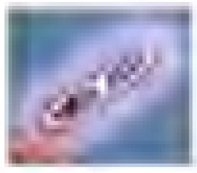
RAY BOMB

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Inducing sleep

[illegible] GERMAN (MOTU AUDIO PLAYS)
The Ray Bomb, when detonated, expelled rays which put anyone within its range to sleep.

RAY FUSER



[illegible] FILMATION MOTU ANIMATED SERIES

The Ray Fuser was made from the Fire jewels with a combination of He-Man's strength and the Sorceress's magic. When the device, shaped like an infinity symbol, was placed over the controls in Skeletor's Collector, it reversed the effects of the ray which turned things to stone, undoing their damage.

REDUCTO RAY

SPECIAL ABILITIES
Reducing or shrinking the size of a living entity

[illegible] FILMATION MOTU ANIMATED SERIES

The Reducto Ray was a cylindrical device which perched on a mount. When activated it could fire a focused beam which shrank a living being down to approximately seven inches. The machine also had a switch to reverse the process.

REVERSE GRAVITY GENERATOR

PRIMARY OWNERS
Gripplor
Mekkor

SPECIAL ABILITIES
Negative force field generation

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

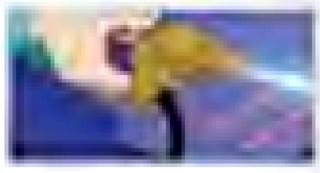
The Reverse Gravity Generator was a machine invented by Gripplor and Mekkor to create a temporary negative force field and repel Mutant attacks while the shield around Primus was down for repairs.

Skeletor stole the plans for the Reverse Gravity Generator and had the Mutants build him one of his own which was far more powerful.

REVERSE PARTICLE ENHANCER

PRIMARY OWNERS
Citizens of Primus

SPECIAL ABILITIES
Nullifying Mutants' tractor beam



[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Reverse Particle Enhancer was a device used by the Primans to reverse the Mutants' tractor beam.

RING OF ABSOLUTE POWER

PRIMARY OWNERS
Skeletor
Mysor

SPECIAL ABILITIES
Near invincibility

[illegible] HE-MAN MOTU AUDIO PLAYS

The Ring of Absolute Power once belonged to Mysor, the greatest wizard Eternia had ever seen. After his death, it was hidden in a cave in the Mystic Mountains until Skeletor uncovered it. The ring made Skeletor virtually invincible, blunting the Sword of Power and causing Orko's magic to nearly kill him. However, Mysor had made the ring with a flaw, so that those who did not share the delight of their power would lose it, and thus the ring went up in flames when He-Man used the Petrifying Stone to remind Skeletor of its weakness.

RING OF REMEMBRANCE

PRIMARY OWNERS
Dawil

[illegible] FILMATION MOTU ANIMATED SERIES

The golden Ring of Remembrance was guarded and worn by Dawil, Duke of Alpia. It was made of a rare element, Memoria, and possessed some magical abilities. It restored Dawil's memory after he had been transformed into a child by Count Marzo.

RINGS OF STRIFE

SPECIAL ABILITIES
Luring and controlling people with sound

[illegible] GOLDEN BOOKS MOTU COMICS

The Rings of Strife were a giant-like construction in the mountains of Eternia. Built long ago by the Elders, they emitted a strange sound which lured outsiders. The rings' influence compelled them to fight among themselves, keeping them preoccupied and away from the rest of Eternia for a while, just as the Sorceress had predicted.

ROAST GOOGLE

PRIMARY OWNERS
Trollans

SPECIAL ABILITIES
Deliciousness

[illegible] FILMATION MOTU ANIMATED SERIES

A Trollan delicacy, Roast Google was well loved by all Trollans. Even Beast Man declared it was the best!

ROBOT DRONES

PRIMARY OWNERS
Sy-Klone

SPECIAL ABILITIES
Flight

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Robot Drones were a Priman invention used by Sy-Klone for training. They were capable of flight and fired laser blasts from their jaws.

ROBOT-SPY

PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
Reconnaissance

1984 [illegible] MOTU COMICS
Man-At-Arms' Robot-Spy was a remote-controlled reconnaissance device which allowed those at the Royal Palace in Eternia to view images far away. It moved via rotation and was armed with an energy ray.

ROCK SOFTENER

PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
Softening

1983 FILMATION MOTU ANIMATED SERIES
Man-At-Arms' Rock Softener emitted a white beam which could change the molecular structure of anything it came in contact with, making it softer. Initially used to turn rock into sand for farming, it could also be used to weaken the walls of Castle Grayskull or even He-Man himself!

ROCK-A-SPRAY

PRIMARY OWNERS
Skeletor
Two Bad

1986 UK MOTU COMIC MAGAZINES
The Rock-A-Spray was invented by Two Bad for Skeletor's use. It was a combination rocket and sprayer. It could spray anything contained within its inner compartment.

ROCKET PACKS

PRIMARY OWNERS
[illegible]

SPECIAL ABILITIES
Flight

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Rocket Packs were [illegible] devices which enabled the wearer to fly.

RONDIEL GEMS

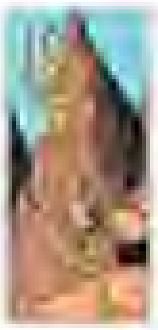
1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Rondiel Gems were a highly valuable commodity, sometimes used as currency in the Tri-Solar Galaxy. They were often used to pay for goods on [illegible].

ROTUNDARAN STONES

SPECIAL ABILITIES
Increasing powers in varying ways

1984 [illegible] MOTU COMICS
The magical Rotundaran Stones could increase one's powers in a variety of unusual ways. Skeletor once used three of the stones, resulting in the creation of an army of Skeletors, transformation into a [illegible], and transformation into a giant.

SACRED TRIDENT



[illegible] MOTU COMICS
The Sacred Trident was a mystical artifact possessed by the Undersea Kingdom on Eternia. According to the Undersea King, the trident was the only object on Eternia that could match the power of He-Man's sword. When Skeletor attempted to use the trident, its power was such that the villain lost control of it.

SANCTUARY

PRIMARY OWNERS
[illegible]

SPECIAL ABILITIES
Time travel

[illegible]
[illegible]

SAT-A-SPIES

PRIMARY OWNERS
Hordak

SPECIAL ABILITIES
Monitoring

1986 UK MOTU COMIC MAGAZINES
The Sat-A-Spies were monitoring satellites used by Hordak. They alerted Hordak when Modulok [illegible].

SCATTER RAY

SPECIAL ABILITIES
Projecting energy blasts

1983 FILMATION MOTU ANIMATED SERIES
The Scatter Ray was a unique gun-like weapon which projected intense blasts of energy strong enough to level the side of a mountain with just a few shots.

SCEPTER OF INFINITE POWER

PRIMARY OWNERS
Draken
Skeletor

SPECIAL ABILITIES
Infinite power over enemies

[illegible] GOLDMAN MOTU AUDIO [illegible]
The legendary Scepter of Infinite Power was known, discussed, and coveted throughout the entire universe. Though none knew the scepter's location and many believed it did not exist at all, the scepter had been hidden long before in a pool of lava in the Grotto of the Black Sunrise Eternia by Draken.

It gave its wielder unlimited power by making their enemies too weak to wield their own weapons, and Skeletor used it to conquer Eternia. It also caused eruptions to occur on Eternia's sun and put a black sun on a collision course with the planet. Convincing Skeletor it was the only way to save Eternia from total destruction, He-Man retrieved the scepter from Skeletor and returned it to the pool of lava.

SCEPTER OF POWER

PRIMARY OWNERS
King Randor

1983 FILMATION MOTU ANIMATED SERIES
The golden Scepter of Power had been handed down through generations of the Royal Family of Eternia. It symbolized their rule and served as a reminder to King Randor that the true power was with the people whom he was honored to serve.

SCYTHE OF DOOM

PRIMARY OWNERS
Scareglow

[illegible] MOTU CLASSICS
The Scythe of Doom was a terrible weapon bestowed upon the evil Karak Nul, later known as Scareglow, by Skeletor when he recruited him into the Evil Warriors.

SEAL REMOVER

[illegible] FILMATION MOTU ANIMATED SERIES
A Seal Remover was a tool with prongs at either end used to gain access to securely sealed panels on machinery.

SECRET LIQUID OF LIFE

PRIMARY OWNERS
Goldor

SPECIAL ABILITIES
Granting immortality

[illegible] MOTU MINICOMICS
The Secret Liquid of Life was a rare magic liquid that granted eternal life to the one who consumed it. It was contained in a sealed cylinder of [illegible]. When the [illegible] was shattered and the liquid soaked into the ground, a [illegible] tree sprouted from the spot. The tree may have been carnivorous, for Goldor screamed that it was devouring him.

[illegible] MOTU CLASSICS
The Classics [illegible] portrayed the Secret Liquid of Life and the events surrounding it consistently with the minicomics canon, except that Goldor subsequently returned alive, having absorbed the liquid's magic from the tree that appeared to consume him.

SECURITY CABINET

PRIMARY OWNERS
Evil Horde

SPECIAL ABILITIES
Unknown

[illegible] FILMATION POP ANIMATED SERIES
The Security Cabinet, located in the depths of the Fright Zone, was used to safeguard important items. The objects were protected by a [illegible] dimensional [illegible] opening.

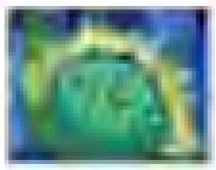
SEISMIC GEO-PROBE

PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
Stellenite detection

[illegible] LATTERO MOTU BOOKS
The Seismic Geo-Probe attached to a tripod and was used to detect deposits of Stellenite in the ground.

SELANIUM

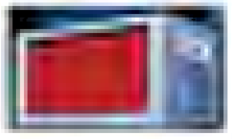


[illegible] FILMATION MOTU ANIMATED SERIES
Selanium was a mineral found buried in Eternia's groundwater. It was harmless to living things but caused a negative chemical reaction when combined with Coridite.

SELF-DESTRUCTION DEVICE

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Explosions



[illegible] FILMATION MOTU ANIMATED SERIES
Skeletor's Self-Destruction Device was a small box loaded with explosives and a digital timer to count down the seconds until detonation. For such a small object, its blast was exceptionally powerful.

SENSATRON

PRIMARY OWNERS
Larg

SPECIAL ABILITIES
Linking to and monitoring Bejonnus Power Cell

1983 FILMATION POP ANIMATED SERIES
The Sensatron was a device with a direct link to Larg's ship's main Power Cell. It not only indicated whether or not the cell was functioning correctly but could also pinpoint its location.

SENSI-POD

PRIMARY OWNERS
Megon

SPECIAL ABILITIES
Detecting and analysing celestial pulses

1986 UK MOTU COMIC MAGAZINES
The Sensi-Pod was used by Megon, the Royal Astronomer, to detect and analyse pulses from celestial bodies. It relayed information to the Heroic Warriors' computer in Viper Tower.

SENSOR-CLOAK

PRIMARY OWNERS
Evil Horde

SPECIAL ABILITIES
Invisibility to robotic sensors

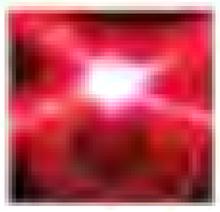
1986 UK MOTU COMIC MAGAZINES
The Sensor-Cloak kept robotic sensors from seeing or otherwise detecting the user.

SENTI-LERTS

SPECIAL ABILITIES
Attack detection
Raising an alarm

1986 UK MOTU COMIC MAGAZINES
Some of the Heroic Warriors' more automated allies had Senti-Lerts in their homes. A type of alarm system, the Senti-Lert could detect an attack and alert the heroes back at the Royal Palace.

SERENITY STONE



1983 FILMATION POP ANIMATED SERIES
The Serenity Stone was located within the Serenity Dome Temple at the center of Eternia. The stone itself maintained the balance of Eternia; if removed, it would cause an imbalance across the land. The Serenity Stone also had the ability to magnify a sorcerer's power many times over.

SERPENT'S RING

PRIMARY OWNERS
King Hiss

SPECIAL ABILITIES
Transformation of other species into Snake Men

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The Serpent's Ring was an ancient artifact whose location was recorded on a tablet found by the Snake Men in the ruins of the Hall of Wisdom. King Hiss found the ring hidden in a large carving on the ceiling of the Pavilion Caverns of Rabash.

It projected snake spirits to infect and transform human or humanoid species into Snake Men, who loyally served King Hiss. He-Man, possibly thanks to his Snake Armor imbued with the Power of Grayskull, appeared to be immune to the ring's effects, and the Serpent's Ring was lost when he hurled it into space.

2008 MOTU CLASSICS
The Classics presented the Serpent's Ring somewhat similarly with the Mike Young Productions series, although in this continuity Teela was able to find a cure for its effects. Tragically, this was not before her grandfather's father, Man-At-Arms, received a mortal blow during his battle with Clamp Champ.

SETTUS SEEDS

1986 UK MOTU COMIC MAGAZINES
Settus Seeds were alien seeds from which sprout enormous and powerful plants capable of destroying a city.

SEVEN-LEAGUE BOOTS

PRIMARY OWNERS
Falcon
Sea Hawk

SPECIAL ABILITIES
Jumping great distances

1983 FILMATION POP ANIMATED SERIES
The Falcon's Seven-League Boots, which were handed down to the Sea Hawk, enabled the wearer to jump great distances.

SHADOW ROCKETS

PRIMARY OWNERS
Evil Horde

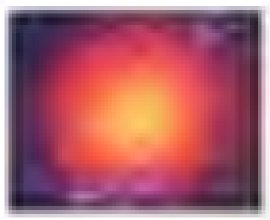
SPECIAL ABILITIES
Obscuring the moons of Eternia

1985 UK WORLD POP ANNUALS
The Shadow Rockets were developed by the Horde to fire at Eternia's three moons and obscure them like an eclipse. This was intended to deprive Bright Moon of its power and allow the Horde to conquer it.

1986 UK POP COMIC MAGAZINES
In the UK comics canon, Hordak used a Shadow Rocket to travel to the moon of Eldor in an attempt to obtain the Moon Jewel.

SHAKARRAN CRYSTAL

[illegible] MVCREATIONS MOTU COMICS
The Shakarran Crystal was created by the Ancients long ago to trap an evil so great that it could not be destroyed, only contained. It was a red sphere composed of many fragments, and even the smallest of these were exceptionally powerful. If a fragment was removed, it turned blue and would enchant its holder, increasing their powers. One such fragment was known as the Shard of Darkness. Multiple pieces were attracted to one another and would glow when in close proximity.



SHAPING STAFF

PRIMARY OWNERS: Evil-Lyn

SPECIAL ABILITIES: Transforming matter

[illegible] FILMATION MOTU ANIMATED SERIES
The Shaping Staff was a legendary magical artifact capable of transforming any matter in the universe. Evil-Lyn used it in conjunction with her own magic to transform many of her enemies into animals.

SHIELD OF KA

PRIMARY OWNERS: Ka, King [illegible]

SPECIAL ABILITIES: Protection

[illegible] MOTU CLASSICS
The red Shield of Ka belonged to the Demonic Snake Lord Ka. It later became a weapon that King [illegible] used during the Great Wars.

SHIELD OF VONO

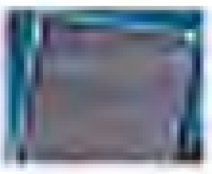
SPECIAL ABILITIES: Rendering its wielder invincible

[illegible] UK WORLD MOTU ANNUALS
The Shield of Vono, safely stored inside Castle Grayskull, was said to render its bearer unbeatable in battle.

SHIMMER SCREEN

PRIMARY OWNERS: Negator

[illegible] FILMATION MOTU ANIMATED SERIES
Negator's Shimmer Screen served as his primary view screen within his base of operations and could be controlled via a panel. He used it to spy on his enemies.



SHOCKER RIFLE

PRIMARY OWNERS: [illegible]

SPECIAL ABILITIES: Projecting a beam to render its target unconscious

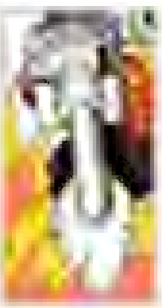
[illegible] FILMATION SHE-RA ANIMATED SERIES
The Shocker Rifle was a large two-handed firearm wielded by [illegible] as a member of the Evil Horde. It propelled a red energy beam that rendered its target unconscious.

SIDEWINDER

PRIMARY OWNERS: Flogg/Brakk

SPECIAL ABILITIES: Laser blasts

[illegible] UK WORLD MOTU ANNUALS
The Sidewinder was a laser whip and Brakk's primary weapon.



[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Though not called "Sidewinder" in the animated series, Flogg's whip could cast laser bolts and attached to his arm.

SIGNAL FLARE

PRIMARY OWNERS: Widgets

[illegible] FILMATION MOTU ANIMATED SERIES
The Signal Flare was a cannon device built by the Widgets and housed inside their fortress. When threatened, the Widgets could alert He-Man to their plight by loading the Signal Flare with a cannonball and firing it into the sky, where it would explode into an enormous image of the red circle on He-Man's harness.

[illegible]

SHOWER POWER

PRIMARY OWNERS: Cetra

SPECIAL ABILITIES: [illegible]

[illegible] MOTU MINICOMICS
Cetra's Shower Power weapon doused foes with an intense torrent of water.

SILVER APPLE

[illegible] FILMATION MOTU ANIMATED SERIES
The Silver Apple grew upon the Tree of Many Fruits. It was guarded within Bristle's room.

SINGING CRYSTALS

SPECIAL ABILITIES
Harmonization
Creating Song [illegible]

1983 FILMATION MOTU ANIMATED SERIES
The Singing Crystals were located in a remote cavern on Eternia and resembled stalactites and stalagmites. When

the crystals were touched, their vibrations would harmonize with one another. Like any crystals, they were susceptible to breaking. If one fell from the ceiling, it would create a blinding flash of light.

SIX SAPPHIRES OF SARGON

1986 UK MOTU COMIC MAGAZINES
The Six Sapphires of Sargon were located in the Cave of Doom and guarded by strange, [illegible].

SIZE-ENLARGEMENT RAY

PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
Enlarging animals

1986 UK MOTU COMIC MAGAZINES
The Size-Enlargement Ray was a failed invention intended to increase the size of animals. Man-At-Arms' machine did not yield fruit until, discouraged, he released a spider test subject into the wild, which Skeletor subsequently blasted with his Havoc Staff, unwittingly increasing it to giant size.

SKEET LAUNCHER

PRIMARY OWNERS
Baron Grod

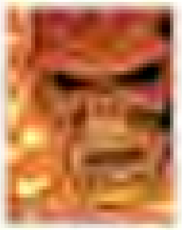
1983 FILMATION MOTU ANIMATED SERIES
Baron Grod's Skeet Launcher allowed him to get a great deal of target practice.

SKULL OF POWER

PRIMARY OWNERS
Hordak
Skeletor
Orko

2012 DC MOTU COMICS
The literal skull of Horde Prime himself, the Skull of Power was a trophy claimed by Hordak after he'd murdered his father at least one million years before. It had mysterious powers and changed hands many times over the millennia until it wound up in the care of Sir Laser-Lot. Skeletor stole the Skull of Power using magic to bring it to him in the future.

While attempting to stop Skeletor from using it, Orko became corrupted by the Skull of Power's evil and joined forces with him for a time. Now known as Dark Orko, he could communicate with Skeletor between Trolla and Eternia through the skull. The skull was eventually destroyed through the combined efforts of He-Man and Superman.

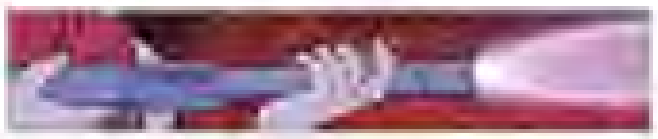


[illegible]

SLEEPSPRAY

PRIMARY OWNERS
[illegible]

SPECIAL ABILITIES
Inducing unconsciousness



1983 FILMATION MOTU ANIMATED SERIES
The Trolls fired Sleepspray from their rifles to render their enemies unconscious.

SLIME

OTHER NAMES
Horde Slime
Slime of Evil

PRIMARY OWNERS
Evil Horde

SPECIAL ABILITIES
Transforming humans into mindless slaves
Transforming creatures into monsters

MOTU MINICOMICS
Slime was a repugnant substance used in Hordak's Slime Pit. When poured over a captive it stripped them of all will, turning them into an angry, monstrous, mindless slave, blindly serving Hordak.

1986 UK MOTU COMIC MAGAZINES
In the UK comics, the Slime of Evil was a legendary substance found in a network of underground caves. Having heard the legends of how the slime could be used to turn anyone evil, Hordak led an expedition to obtain it, and back at the Fright Zone, placed it in his new invention, the Slime Pit.

Anyone covered in the Slime of Evil became a mindless slave to Hordak. Over time, Hordak enhanced the slime so that exposure transformed the victims into evil slime monsters.

SMASH BLADE

PRIMARY OWNER(S)
He-Man

SPECIAL ABILITIES
Breaking giant barriers

[illegible] MVCREATIONS COMICS
The Smash Blade was a weapon created by Man-At-Arms to help He-Man pass safely through the Enchanted Forest and stop Skeletor before he could obtain the Idol of [illegible]. He-Man himself remarked that the Smash Blade cut through the forest with the ferocity of a thousand warriors and that no surface could withstand its might.

SNEEZING POWDER

PRIMARY OWNER(S)
Yukkers

SPECIAL ABILITIES
Inflicting sneezing

[illegible] FILMATION MOTU ANIMATED SERIES
The Trollan Yukkers gave Sneezing Powder which surprisingly no one endured sneezing.

SOLAR AMPLIFIER

[illegible] BRAZILIAN EDITORA ABRIL MOTU COMICS
The Solar Amplifier was a device used by the evil goddess Gorgona. It enabled her to subjugate others and control their wills. Gorgona used the Solar Amplifier to control the inhabitants of Darksmoor, including its sentient Gargoyles.

SOLAR CANNON

PRIMARY OWNER(S)
Heroic Warriors

SPECIAL ABILITIES
Redirecting sunlight

[illegible] LADYBIRD MOTU BOOKS
The Solar Cannon drew in sunlight and projected it in an intense beam. It was used to melt an ice dam in the River of Doom.

SOLAR GENERATOR

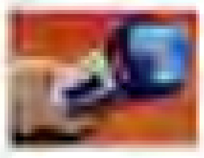
[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Solar Generator was a powerful device on display at the Intergalactic Science Conference on Primus.

SOLAR MIRROR

SPECIAL ABILITIES
Reflecting and redirecting sunlight

[illegible] FILMATION MOTU ANIMATED SERIES
Taking two years to build, the Solar Mirror was designed to reflect sunlight from Eternia's Bright Moon and direct it to the Dark Moon, improving agriculture for those who lived there and bringing the moon out of darkness.

SONAR-CODER



[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Sonar-Coder was a small Primus device for storing data.

SONIC BAZOOKA

[illegible] BRAZILIAN EDITORA ABRIL MOTU COMICS
Created by Man-At-Arms, the Sonic Bazooka could fire explosive impulses.

SONIC CANNON

PRIMARY OWNER(S)
Evil Horde

[illegible] UK MOTU COMIC MAGAZINES
The Sonic Cannon was a weapon which Hordak intended to use against the Heroic Warriors, but his plan was [illegible] by [illegible].

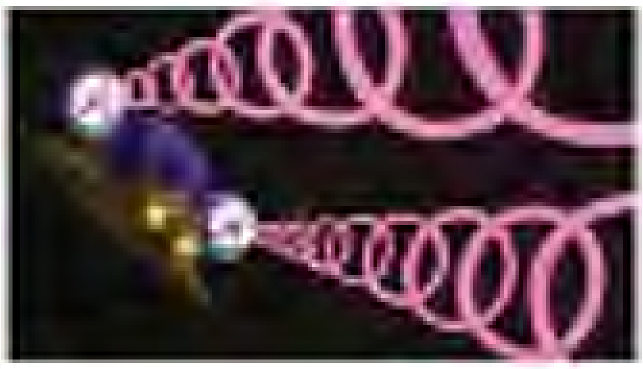
SONIC DISRUPTOR

PRIMARY OWNER(S)
Man-At-Arms

SPECIAL ABILITIES
Confusing attacking creatures

[illegible] FILMATION MOTU ANIMATED SERIES
Located under Man-At-Arms' armor on his right wrist, the Sonic Disruptor could confuse the minds of attacking animals.

SONIC RESONATOR



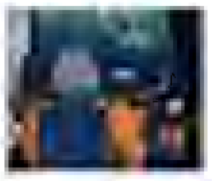
PRIMARY OWNER(S)
Skeletor

SPECIAL ABILITIES
Creating holes in protective shields

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Sonic Resonator was a superweapon created by Skeletor, powerful enough to create holes in Primus's shield. The villain planned to attach Sonic Resonators to the entire Mutant armada in the hopes of destroying the shield completely.

SONOSCOPE

SPECIAL ABILITIES
[illegible]



[illegible] FILMATION MOTU ANIMATED SERIES
The Sonoscope was part of the sailing ship piloted by Prince Adam and Man-At-Arms. It used sound waves to detect objects under the surface of the sea and displayed them via a view screen.

SPACE PORTER

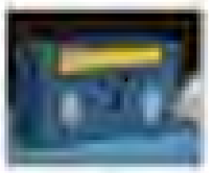
PRIMARY OWNERS
Evil Horde

SPECIAL ABILITIES
Teleportation

[illegible] UK MOTU COMIC MAGAZINE
Hordak built the Space Porter to teleport a contingent of Horde Troopers from Etheria to Eternia.

SPACE TRANSMITTER

SPECIAL ABILITIES
Communication

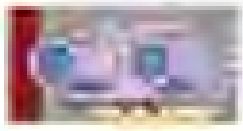


[illegible] FILMATION MOTU ANIMATED SERIES
The Space Transmitter was an advanced two-way radio for communicating over long distances. It could be linked to the Large Computer.

SPECTOMETERS

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Seeing through metallic walls



[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Spectometers were goggles used by Skeletor to see through metallic walls.

SPELLSTONE

OTHER NAMES
Spellstone of King [illegible]

PRIMARY OWNERS
Evil-Lyn

SPECIAL ABILITIES
Control over the elements

[illegible] FILMATION MOTU ANIMATED SERIES
The Spellstone was a small spherical jewel found in the Temple of the Fire People. It gave the holder tremendous power over the elements. Evil-Lyn used it to control the weather, creating powerful storms.

[illegible] MOTU CLASSICS
In the Classics continuity, the Spellstone of King [illegible] was one of several magical talismans coveted by Skeletor as a means of breaching the Jaw Bridge of Castle Grayskull, after he had overthrown King Randor and driven the Masters of the Universe into hiding as renegades.

SPHERE OF SIGHT

OTHER NAMES
The Oracle

PRIMARY OWNERS
Sorceress
Council of Elders

SPECIAL ABILITIES
[illegible]

[illegible] GERMAN [illegible] MOTU COMICS
The Sphere of Sight, also referred to as "the Oracle," was a magic orb inside of Castle Grayskull. With its help, the Sorceress was able to reveal to the Council of Elders the right time for the next Tournament of the Brave Ones.

SPHERE OF SIZE

SPECIAL ABILITIES
Reducing or increasing size of the holder

[illegible] FILMATION MOTU ANIMATED SERIES
The Sphere of Size was given to He-Man by the Sorceress to allow him to pass through a very small dimensional gate. When the [illegible] yellow sphere was squeezed, the holder would be greatly reduced in size; when released, the holder would return to their usual form.

SPHERICAL ASTROLABE

[illegible] MOTU CLASSICS
The Spherical Astrolabe was a floating magical artifact kept in Castle Grayskull's Main Library and Ancient Observatory.

SPIN BLADE

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Cutting through virtually any material

[illegible] [illegible] COMICS
Tri-Klops invented the Spin Blade as a weapon for Skeletor. Tri-Klops claimed it could cut through ten feet of Eternian rock, which impressed Skeletor.

SPY BEAM

[illegible] FILMATION MOTU ANIMATED SERIES
Located in the mouth of Snake Mountain, Skeletor's Spy Beam was a metal staff that focused an intense beam of light across the planet and into Man-At-Arms' laboratory. Skeletor used the electrical creature [illegible] to ride the beam of light straight into Man-At-Arms' Remote Control Computer.

SPY SCREEN

PRIMARY OWNERS
Hordak

SPECIAL ABILITIES
Spying

1986 UK POP COMIC MAGAZINES
The Spy Screen allowed Hordak to spy on any aboveground location throughout Etheria and was powered by Shadow Weaver's Spell of Omnipresence. It enabled Hordak to transfer his consciousness into a screen-like panel, like in the sky, from which he could observe. Through a combination of hiding underground and overloading Hordak's senses by enhancing the Spy Screen to allow him to see every particle that made up all matter, She-Ra and the Great Rebellion destroyed the machine.

SPYNOCULARS

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Sight over long distances

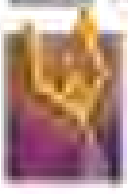
1985 MOTU MINICOMIC
Skeletor's Spynoculars resembled a pair of advanced binoculars with many handles and tubes. Incredibly powerful, they enabled him to see over vast distances.

STAFF OF AVION

PRIMARY OWNERS
Stratos

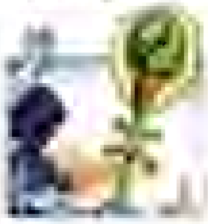
SPECIAL ABILITIES
Magic

1983 FILMATION MOTU ANIMATED SERIES



Wielded by Stratos, the pronged Staff of Avion bore a horned skull and possessed the power to release Molanos, the monster god of the Tiraga. It also carried a curse and, if it was used for evil, would explode, taking half of Eternia with it.

1984 MOTU MINICOMICS



In contrast to the Filmation version, the Emerald Staff of Avion gave the Bird People the ability to fly in the minicomics continuity. The gold staff held a green emerald on top of it. If the staff was removed from Avion, the Bird People would slowly lose the power of flight.

Skeletor used the Staff of Avion to release Gorgon the demon Horsemen.

STAFF OF KA

OTHER NAMES
Kobra

PRIMARY OWNERS
Teela
Ka

SPECIAL ABILITIES
Sorcery
Telepathic communication with animals
Illumination
Lengthening and shortening
Tracking
Staff power
Magic

1985 MOTU MINICOMICS
Teela used her cobra staff in combat throughout the minicomics. Though it did not display much in the way of magical ability, it did provide illumination in the dark on a single occasion.

1990 LADYBIRD MOTU BOOKS
Kobra was the name of Teela's red cobra-headed staff in the Ladybird books. Kobra enabled Teela to communicate with as well as control most Eternian animals, and to telepathically communicate with He-Man and the Heroic Warriors, even if they were miles away. Kobra could also produce energy blasts to defend against enemy attacks.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
Unnamed in the MYP series, Teela's cobra staff could lengthen or shorten as needed and provided illumination from its head. She primarily used it in combat to enhance her acrobatics and made her adventures.

2009 MOTU CLASSICS
The Staff of Ka was an ancient weapon that once belonged to the [illegible] Snake Lord Ka and was used by the Snake Men during the Great Wars. Over the centuries, the staff fell into obscurity and eventually found its way into Man-At-Arms' lab, where he stored it in a known closet.

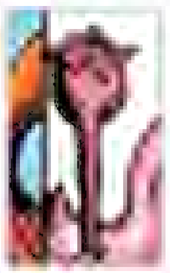
His daughter Teela found the staff and, with his permission, adopted it as her own. As she trained with it, she discovered that it had magical properties that enabled her to track her assorted enemy moves.

STAFF OF LIGHT

OTHER NAMES
Staff of Illumination

PRIMARY OWNERS
Glimmer

SPECIAL ABILITIES
Lighting the way
Projecting energy blasts



1985 POP MINICOMIC
The Staff of Light emitted a bright glow to lead Glimmer through Etheria's dark forests.

1985 GOLDEN POP BOOKS
The Golden Princess of Power books established that the Staff of Illumination needed to be charged in the sunlight, and if it ran out of energy in the dark, it would be rendered useless. In addition to providing light, it could project blasts of energy at Glimmer's enemies.

1986 UK POP COMIC MAGAZINES

In the UK comics canon, the Staff of Light was the symbol of all the power of Castle Bright Moon. Glimmer received the Staff of Light from her mother, Queen Angella, on her sixteenth birthday.

STAFF OF POWER

PRIMARY OWNERS
Sorceress

[illegible] MOTU CLASSICS
The Staff of Power was the Sorceress of Grayskull's primary weapon. Wielded by an unknown number of guardians, the staff was one of five magical objects taken to the Starseed in ancient times and allowed to absorb some of the seed's power. After the Sorceress's death, her daughter Teela wielded the staff as the new Sorceress during the Third Ultimate Battleground.

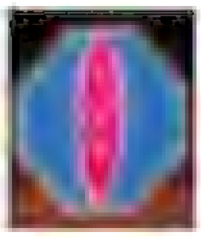
STAFF OF TRUTH

SPECIAL ABILITIES
Forcing someone to tell the truth

[illegible] GERMAN MOTU AUDIO PLAYS
The Staff of Truth was a powerful magical artifact that allowed the user to force someone to tell the truth. The Spirit of Grayskull said that the staff could be found on the Islands of the Two Bridges.

STAR GATE

SPECIAL ABILITIES
Gateway between Dimensions



[illegible] FILMATION MOTU ANIMATED SERIES
Located in Castle Grayskull, the Star Gate was an eight-sided dimensional doorway between Eternia and Lord Dactyl's dimension.

STARCRYSTAL

PRIMARY OWNERS
Orko

SPECIAL ABILITIES
Making things invisible

[illegible] FILMATION MOTU ANIMATED SERIES
The Starcrystal was an Trollan ... and rock which Orko claimed made one invisible. It did not.

STARDUST

SPECIAL ABILITIES
Enhancing magical effects (apparently)

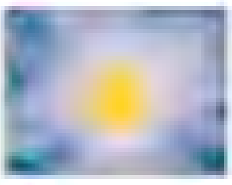
[illegible] GERMAN MOTU AUDIO PLAYS
Stardust was the greatest treasure in the entire universe. Though the gleaming dust's powers remained largely unknown, its owner was said to gain great power. It appeared after one of Orko's spells unintentionally caused a cave-in collapse. Skeletor immediately teleported it to his secret headquarters underneath the Evergreen Forest, where he hid some of it inside the Time Safe Lock. The Stardust stuck to the Power Sword when He-Man took his weapon out of the Time Safe. Thrown up in the air, the enchanted sword directed the heroes to Skeletor's hideout. Except for what remained on He-Man's sword, the entire Stardust got lost forever when Skeletor's underground headquarters were destroyed.

STARSEED

OTHER NAMES
Star Seed

PRIMARY OWNERS
Procrustus

SPECIAL ABILITIES
Creation



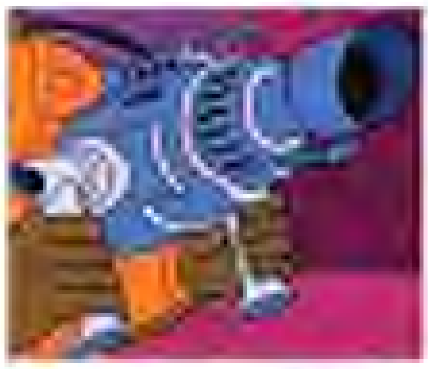
[illegible] FILMATION MOTU ANIMATED SERIES
The Starseed was a small yellow sphere containing a portion of the power from the explosion which created the universe. Likely the most powerful artifact on Eternia, it could grant any wish of its holder's heart, but Procrustus was so convinced that none, perhaps He-Man, could control it without becoming corrupted. Only a few Cosmic Enforcers knew the Starseed's location.

[illegible] MOTU CLASSICS
The Classics canon provided an expanded alternate backstory for the Starseed. A divine artifact stolen from the Star Tree on Trolla, the Starseed was hidden by the gods in the core of Eternia. Its magic was so great that it seeped from the heart of the planet, giving rise to many powerful sources on the surface. The gods left the immortal giant Procrustus to guard the Starseed, but many would continue to seek its power in the centuries that followed, including the Snake Men, at the bidding of the Unnamed One. Hordak nearly split Eternia in two with the Spell of Separation in his efforts to obtain the Starseed.

Two great citadels were built over shafts leading to the Starseed and draw from its power: the Central Tower and, later, Castle Grayskull. The Council of Elders stored the Orb of Power within Grayskull to draw on the power of the Starseed. The Overlords of Trolla had created the Sword of He to harmonize with the magic of creation used by the gods, making it and the orb the only ways to harness the Starseed's power.

Much later, when the Unnamed One succeeded in obtaining the Starseed, it brought Procrustus to the surface and sparked a massive battle. The Starseed's fate after the conflict was unclear, but it was likely returned to Procrustus to guard Eternia's core once more.

STASIS RAY



PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
Freezing an target

[illegible] FILMATION MOTU ANIMATED SERIES
Designed by Man-At-Arms, the Stasis Ray had two functions for stability and so any would freeze any person or creature it struck, turning them a shade of blue.

STELLANITE

[illegible] [illegible] BOOKS
Stellanite was a rare material which Man-At-Arms frequently used to power his inventions. It came from elsewhere in the universe to Eternia in the form of shooting stars. Deposits could be found buried deep in the ground, requiring a great deal of patience and skill to collect it. A high concentration of these deposits was centered around the Swamps of [illegible].

STONE OF NIHYAR

[illegible] [illegible] MAGAZINES
The evil Stone of Nihyar was a powerful magical item hidden by the [illegible] in the forbidden cave of the Nihyar warriors. It was dark gray with a distinctive red vein running through its center. The Stone of Nihyar could drain the powers from any force of good that came near it. When He-Man, Man-At-Arms, and Teela came within close proximity of the stone, He-Man's strength was greatly diminished, Man-At-Arms' reasoning skills and intelligence were reduced, and Teela's agility was drained away. Orko lost his ability to float but managed to push the stone into the Great Chasm near Snake Mountain.

STONE OF PROTECTION

PRIMARY OWNERS
She-Ra
Light Hope

[illegible] [illegible] CLASSICS
The Stone of Protection was a mystic gem which Light Hope infused into the hilt of the [illegible] Sword of He, transforming it into the Sword of Protection. It enhanced the sword's innate powers.

Over the years, the Stone of Protection changed colors, becoming red during and after She-Ra's time as Despara when possessed by the spirit of Horde Prime.

STONE OF SECRETS

PRIMARY OWNERS
Shadow Weaver
Zumbar Goblins

SPECIAL ABILITIES
Revealing secrets

[illegible] [illegible] COMIC MAGAZINES
The Stone of Secrets was an ancient artifact which Shadow Weaver stole from the Zumbar Goblins, who had themselves stolen it from an old dragon. Any creature who saw into the stone was put into a magical trance and forced to reveal any secret requested by its holder.

STONE RAY

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Creating Rock Men warriors

[illegible] GOLDEN [illegible] BOOKS
Invented by Skeletor, the Stone Ray transformed stone into Rock Men warriors. Unfortunately for the villain, they dissolved in water, which He-Man used to his advantage by diverting the raging North River to [illegible] Snake Mountain.

STORMBRINGER

SPECIAL ABILITIES
[illegible]

[illegible] [illegible] MAGAZINES
The Stormbringer was a device that caused terrible storm clouds full of lightning to erupt from the ground and rage across Eternia. The storm gathered force until it exploded, turning everything to ashes and [illegible].

STRIKE STICKS

PRIMARY OWNERS
[illegible]

SPECIAL ABILITIES
Target seeking
Explosive

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Strike Sticks were a heat seeking [illegible] weapon deployed from the Mothership. Once activated, they homed in on a target and detonated.

STUN RAY

PRIMARY OWNERS
Gorgon Warriors

[illegible] [illegible] ANIMATED SERIES
Carried by many of Queen [illegible]'s Gorgon Warriors, Stun Rays were bow-like weapons that could project a strong beam of energy capable of stunning an opponent.

STUN RIFLE

[illegible] [illegible] FOR ANIMATED SERIES
The Stun Rifle was the most frequently used weapon of the Evil Horde, wielded primarily by the Horde Troopers. The weapon was a long barrel with a spherical tip from which it produced a blast of energy.

STUN SWORDS

PRIMARY OWNERS
Humans

[illegible] FILMATION POP ANIMATED SERIES
Humans's Stun Swords were two yellow hilts which, when activated, emitted green energy blades.

STUN-GUN

PRIMARY OWNERS
Evil Warriors

SPECIAL ABILITIES
[illegible]

[illegible] UK MOTU COMIC MAGAZINES
The Stun-Gun was a weapon wielded by the Evil Warriors. Its shot rendered an adversary unconscious.

SUN RAY

PRIMARY OWNERS
Baron Condore

SPECIAL ABILITIES
Reflecting sunlight
Inducing weakness

[illegible] FILMATION POP ANIMATED SERIES
The Sun Ray resembled a giant magnifying glass. It absorbed sunlight and redirected it at a target, causing weakness and an inability to move. The Sun Ray was an effective weapon used by Baron Condore.

SUN ROCK

PRIMARY OWNERS
Rock People

SPECIAL ABILITIES
Summoning aid

[illegible] MOTU MINICOMICS
The Sun Rock was a spherical yellow stone upon a pointed rock. It was located in the village of the Rock People and was imbued with cosmic forces. When Stonedar called upon the spirit of the Sun Rock, the stone glowed and brilliant spheres of light emanated out of it. These spheres could be sent to help allies.

SUN SCARAB

PRIMARY OWNERS
Scarabs

SPECIAL ABILITIES
Molecular rearrangement

[illegible] FILMATION POP ANIMATED SERIES
Located in the Temple of the Sun on Eternia, the Sun Scarab was an artifact that gave the wielder immense power over the physical world. Sands could be transformed into living creatures, and already living creatures could be turned into diamond statues.

[illegible] MOTU CLASSICS
The Classics continuity established that the wizard Nepthu Seron, once a disciple of Count Marzo, attempted to use the Sun Scarab to conquer the universe but was defeated when He-Man destroyed the Scarab.

SUNDRID

PRIMARY OWNERS
Dyr

SPECIAL ABILITIES
[illegible]

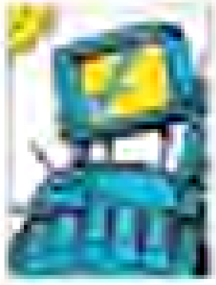
1990 GOLDEN MOTU BOOKS
The Sundrid was an enormously powerful missile which could explode on impact and devastate entire cities. It was built long ago by Dyr in an attempt to overthrow the Council of Elders. When Dyr was defeated, the Sundrid was broken into quarters and hidden in the four corners of Eternia.

Eons later Skeletor and his Evil Warriors uncovered and reassembled the Sundrid, planning to use it to destroy the Royal Palace of Eternia. Fortunately, He-Man defused the missile before it could do any damage.

SUN-CALLER

PRIMARY OWNERS
Evil Horde

SPECIAL ABILITIES
Redirecting sunlight to cause death and destruction



[illegible] UK MOTU COMIC MAGAZINES
The Sun-Caller was a Horde flying machine equipped with a giant magnifying glass. Stationed in space near Eternia's sun, the machine could redirect and magnify sunlight and was powerful enough to destroy even large mountains.

SUN-FIRE

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Magnifying sunlight and converting it as a destructive heat beam

[illegible] UK MOTU COMIC MAGAZINES
Skeletor's invention known as the Sun-Fire used a series of lenses and mirrors to collect and magnify sunlight, redirecting it as an intense and incredibly destructive ray.

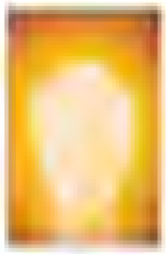
SUN-ROCKS

SPECIAL ABILITIES
Illumination

[illegible] UK MOTU COMIC MAGAZINES
Sun-Rocks existed underground beneath the Shadow Land. They reflected light and provided illumination for those navigating through the underworld's passages.

SUNSTONE

SPECIAL ABILITIES
Healing
Granting wishes



[illegible] SUNSTONE BOOK AND [illegible]

The Sunstone was a powerful magical artifact encased within a block of Korthium. It possessed healing magic and would grant the wishes of those who came before it. The Sunstone drew its power from solar energy and needed to be charged every hundred years when the sun was in the proper alignment.

SUPER COMPUTER

PRIMARY OWNERS
Heroic Warriors

SPECIAL ABILITIES
Monitoring
Language synthesis

[illegible] BOOKS

The Super Computer was housed in Castle Grayskull and was an important tool for the Heroic Warriors. It allowed them to monitor what was happening on Eternia through its optical telescope, as well as in outer space via its link to a radio telescope floating in the planet's orbit. It was connected to the heroes' vehicles and also included a language synthesizer, which could translate any language as required.

SWORD AMULETS

PRIMARY OWNERS
Hordak
Skeletor

SPECIAL ABILITIES
Guiding the user to the Black Sword

[illegible] UK [illegible] MAGAZINE

The Sword Amulets were given by Horde Prime to Hordak and Skeletor when Prime sent them on a mission to find the two halves of the Black Sword. The amulets were made out of the same powerful stone that the sword itself was fashioned from. They guided the villains to the halves of the Black Sword, alerting them when the sword was close by.

SWORD OF ETERNITY

[illegible]

PRIMARY OWNERS
He-Man

[illegible] COMICS

He-Man reforged the Sword of Power in the Forge of Grayskull, unleashing the Sword of Eternity to battle the growing threat of the Evil Horde as Hordak broke free from Despondos and returned to Eternia to take his revenge.

The Sword of Eternity contained traces of the very fires of eternity in which it was forged. By the will of the Goddess, He-Man subsequently sacrificed the Sword of Eternity at Mount Zoar, breaking the blade in half to release the eternity magic within so as to reignite the power of Mount Zoar. At the climax of the Eternity War, Adam used the broken blade to channel the combined powers of the ages (Serpos and Zoar) and carried it like a torch back to the Forge of Grayskull to banish the magic of Horokoth that had consumed the world. Upon touching the fires in the forge once again, the Sword of Eternity was fully restored and more powerful than ever in the hands of He-Man, the Master of Eternity.

SWORD OF EVIL

OTHER NAMES
Black Sword

PRIMARY OWNERS
Evil Warriors
Evil Horde

SPECIAL ABILITIES
Dark magic

[illegible] UK [illegible] MAGAZINE

The Sword of Evil, also known as the Black Sword, was forged by the rogue Elder Tyr-Mah just after Kendar, the Elders' leader, had forged the twin Swords of Power and Protection. Made from the same gemstone as the twin swords, the Sword of Evil possessed great dark magic. And it was Tyr-Mah's intention to wield it himself. Before he could, Kendar uncovered his plans and banished him to a limbo void.

Kendar split the Sword of Evil into two halves, placing one half in Castle Grayskull on Eternia and the other in the Crystal Castle on Etheria. The Sword of Evil was so powerfully malign that, when Horde Prime learned of its existence, the very fact that the forces of evil had discovered it made the sword stronger, sapping Light Hope of his strength. Horde Prime provided amulets fashioned from the same gemstone as the sword to lead Hordak and Skeletor to the two halves.

He-Man and She-Ra were tasked with disposing of the two halves of the Sword of Evil in their respective worlds, but they failed, and the sword fell into the hands of Skeletor and Hordak. The leaders of the Evil Warriors and the Horde then presented the Sword of Evil to Horde Prime, but before he could do anything with it, He-Man and She-Ra destroyed it through the combined power of the swords of Power and Protection.

SWORD OF HOROKOTH

[illegible]

PRIMARY OWNERS
Hordak

SPECIAL ABILITIES
Powerful evil

[illegible] DC MOTU COMICS

The Sword of Horokoth was made by Hordak in the Forge of Grayskull upon assuming a physical form and conquering Castle Grayskull. He used it to transform himself into Horokoth Hordak with new armor and powers after declaring, "By the power of darkness incarnate, I am the power!" It was to bring forth the era of Horokoth, but the sword was ultimately Hordak's undoing, as Skeletor killed him with it at the climax of their final battle.

SWORD OF POWER

OTHER NAMES
Sword of Grayskull
Power Sword
Powersword
Power Blade
Sword of He [illegible]

PRIMARY OWNERS
He-Man/Prince Adam
Skeletor
He-Ro
King Grayskull
Dom/He-Ro II

SPECIAL ABILITIES
Initiating transformation between Prince Adam and He-Man
Initiating transformation for Battle Cringer and Battle Cat
Initiating transformation for [illegible] and He-Ro II
Projecting energy blasts
Healing
Absorbing and redirecting [illegible]
Levitating others
Enveloping He-Man in energy and allowing him to float in the air
Channeling power
Communicating with the power of the Starseed

[illegible] MOTU MINICOMICS

The Power Sword was an extremely powerful magical weapon which was split in half long ago. It was said that the one who reunited the two halves would have ultimate power, magical abilities, invulnerability, and the ability to enter Castle Grayskull. In the sword's earliest depictions, both halves were hidden; later, Skeletor would already have one of them.

In addition to thirsting for power and entrance to Grayskull, Skeletor hoped that the combined halves would allow him to open a dimensional hole and bring his people to Eternia as conquerors.

In the first wave of minicomics, a legend was told of a warrior who would unite the two halves of the Power Sword, thus claiming Grayskull's throne and the secrets of the universe. This warrior was He-Man, though he was unaware of his destiny.

[illegible] DC MOTU MINICOMICS

In the second wave of minicomics, He-Man and Skeletor each had one half of the Power Sword. These halves were formidable weapons in their own right, allowing Skeletor to project bolts of mystical energy and use his half of the sword as a conduit for his own dark spells.

[illegible] DC MOTU COMICS

As in the preceding minicomics, both halves of the Power Sword were required for entry into Castle Grayskull. In the DC comics' canon, Skeletor already wielded one half and discovered that the second half was hidden on Earth; his attempt to travel to Earth and unite them [illegible] was foiled by Superman. Later the halves were housed for a time within Grayskull, creating a paradox in which the keys to Grayskull were locked inside the castle itself. Skeletor eventually managed to combine the two halves of the Power Sword, but the Goddess foiled his plans and swore to hide the [illegible] forever.

[illegible] FILMATION MOTU ANIMATED SERIES

In the Filmation series, the Sword of Power was closely tied to Castle Grayskull and served as a conduit for its power. It was guarded by the Sorceress for many years until bestowed upon Prince Adam to initiate his transformation into He-Man with the words "By the Power of Grayskull I have the power!" Likewise, He-Man could return to his Prince Adam form by raising the sword and saying, "Let the power return!" When pointed at Cringer, the sword would initiate his transformation into Battle Cat.

The Sword of Power was virtually indestructible and able to cut through any substance, save for Eternium. It was entirely impervious to melting at high temperatures and would bend without breaking. It was capable of deflecting magical blasts of energy, and on rare occasions He-Man was able to fire energy blasts from the sword. It was also a key of sorts: one could enter Castle Grayskull with it by holding it aloft and speaking the words "By the Power of Grayskull, I command the Jaw Bridge open!" Indeed, the Sword of Power was so closely connected to Castle Grayskull that when the castle was transported into another dimension, the sword vanished as well.

During He-Man's adventures, the Sword of Power became one with the Sword of the Ancients, though its appearance and powers did not visibly change because of this.

1982 MOTU MINICOMICS

Consistent with the Filmation series, the minicomics further stated that the Sword of Power had been created long ago by the Ancients, to assist the forces of good.

1983 KID STUFF MOTU RECORDS

In the Kid Stuff Records stories, the sword, referred to as the Sword of Power, was a magical weapon given to Prince Adam by the Sorceress of Grayskull. He kept it always at his side and used it to transform into He-Man with the phrase "By the power of Castle Grayskull!" This also triggered Cringer's simultaneous transformation into Battle Cat.

In this continuity the Sword of Power would burn anyone else who tried to touch it.

1983 GOLDEN MOTU BOOKS

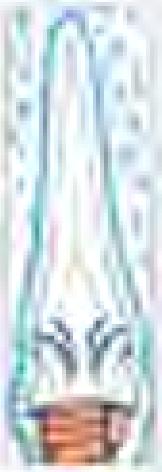
Also referred to as the Power Sword and the Sword of Grayskull, in the early Golden canon the Sword of Power was portrayed as a mystical sword split into two halves. Skeletor's goal was to acquire He-Man's half of the Sword of Power, so he could combine both halves of the sword, creating the Ultimate Sword of Power. Once the two halves of the Sword of Power were joined, it would become the only key that could open Castle Grayskull's Jaw-Bridge, and thus gain access to the mystical powers and knowledge within the castle.

In the later Golden books, the continuity changed to align with Filmation canon, dropping the two-halved sword concept in favor of it being the means by which Prince Adam invoked the Power of Grayskull to transform into He-Man.

1985 LADYBIRD MOTU BOOKS

Mostly consistent with the Filmation canon, the Ladybird books referred to the sword as the Power Blade. Only those who were good could touch it, as the sword's tremendous power burned evildoers.

In the Ladybird continuity, Skeletor also possessed his own purple version of the Sword of Power.



1985 ITALIAN P.S. COMIC MAGAZINES

In the early issues of the Italian P.S. comic magazines, Skeletor possessed one half of the Power Sword. The other half of the sword was embedded in a rock within the well-guarded confines of Castle Grayskull. By combining both halves of the Power Sword, one could attain limitless power. Later, the comic story lines changed to more closely parallel the Filmation content, and the Power Sword became the means by which Prince Adam could transform into He-Man.

1984 UK WORLD MOTU ANNUALS

Uniquely in the World annuals' canon, the Sword of Power remained invisible until Prince Adam transformed into He-Man, which was achieved by striking the sword against any stone surface and then holding it aloft with the incantation "By the Power of Grayskull!" The sword also had the power to unleash a bolt of electricity at He-Man's enemies.

1984 GERMAN MOTU AUDIO PLAYS

Known as the Power Sword in the German audio plays, the sword had its typical abilities to transform Prince Adam and gain entry into Castle Grayskull in combination with magical words.

In this continuity, the Sword of Power was once coated with Stardust, a powerful substance, which both were stored in the Time Safe.

1984 GERMAN INTERPART CONDOR MOTU COMICS

The Interpart/Condor comics' continuity was largely consistent with Filmation's portrayal of the sword's abilities to transform Adam and gain access to Grayskull. It was described as probably being the most powerful weapon in the universe.

1986 MARVEL STAR MOTU COMICS

The Marvel Star comics' canon stated that only He-Man could wield the Sword of Power, which was capable of firing blasts of energy, and that even fellow Heroic Warriors were unable to touch the blade. When the sword was accidentally transported forty years into the future, an alternate timeline was created in which Skeletor was victorious when Adam was thus unable to transform into He-Man.

[illegible] MOTU NEWSPAPER STRIPS

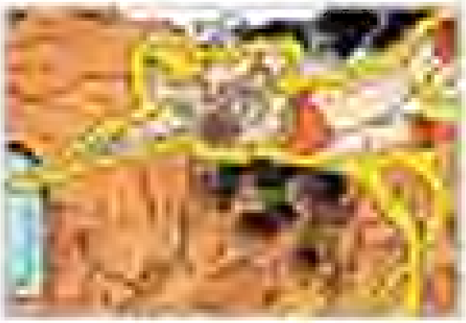
The newspaper strips revealed that the Sword of Power's magic made it invisible when sheathed by Adam. The only way to unsheathe the sword was to perform a [illegible] deed using the Power of Grayskull.

[illegible] UK MOTU COMIC MAGAZINES

It was established in the UK comics' canon that the Sword of Power had been forged many centuries ago by the Elders of Eternia, who had created it from a fragment of an extremely powerful [illegible] meteor they had brought down to Eternia. The Elders' leader, [illegible], foretold that one day in Eternia's future, a hero would be given the Sword of Power to wield it in defense of Eternia. When Skeletor broke through the Mystic Wall, the Sorceress selected Prince Adam to receive the sword and become the hero foretold by the Elders.

In addition to its usual abilities, the Sword of Power could alert He-Man to nearby evil, [illegible] the effects of many evil spells, deflect energy blasts, and allow He-Man to call on the Elders in desperate times. As in some other continuities, the sword could only be used by He-Man, and in this canon it would emit a blast of flame to burn the hands of any evildoer who attempted to use it.

[illegible] BRAZILIAN EDITORA ABRIL MOTU COMICS



In the Brazilian Editora Abril comics, the Sword of Power possessed additional interesting powers. For instance, He-Man could use the sword to locate people. When this power was used, the sword glowed and led He-Man to the person he was seeking. In at least one instance, the sword surrounded He-Man with mystical energy which allowed him to levitate.

[illegible] MOTU FILM

Referred to in the film as the Sword of Grayskull, He-Man's sword had a unique design that featured a silver blade and gold hilt.

It was implied that the sword was necessary for the complete transfer of the powers of the universe into Skeletor, and so he set out to obtain it from He-Man. Upon capturing him, Skeletor placed the sword into a locking slot by the throne situated in front of the Great Eye of the Galaxy, suggesting some functional connection.

When He-Man escaped and reclaimed his sword, holding it aloft and calling "I have the power!" reenergized the hero, and he subsequently used it to break Skeletor's Havoc Staff, thus returning the powers of the universe to Castle Grayskull and stripping the villain of his new, god-like form.

[illegible] GERMAN HÖRSPIELE MOTU COMICS

In this continuity, it was established that when He-Man traveled to Grayskull and pushed the Power Sword into the Crystal Cover, his weapon's shape changed drastically.

[illegible] ITALIAN MAGIC BOY MAGAZINES

The Sword of Power displayed some interesting abilities in the latter half of the Italian Magic Boy comics. When Adam [illegible] transformed into He-Man and went to the planet Primus to the future, he discovered that his sword could absorb energy. When one of Skeletor's blasts was directed at He-Man, the Sword of Power absorbed it and then sent the blast back at Skeletor. The sword also seemed alive, and when He-Man was gravely injured by Skeletor in one adventure, it seemed to beckon to him so that he could bring the mystic weapon to He-Man. The sword also possessed healing powers, and in one instance, He-Man used it to heal the injuries of a [illegible] injured by the Mutants.

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

He-Man took the Sword of Power, which had a very different, more high-tech appearance in this continuity, with him when he went into the future. The words required to initiate the transformation changed. Raising his sword and shouting, "By the power of Eternia! I have the power!" transformed Adam into He-Man.

This canon still portrayed the sword as being very powerful, enabling He-Man to discharge beams of energy and to channel the Power of the Good and the Way of the Magic.

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

This animated series presented a radically redesigned Sword of Power with a more elaborate and mechanical appearance, a larger blade, a more complex

lab, and technological marvels. The MYP canon established a great deal of unique history for this version, with the Sword of Power portrayed as an ancient weapon inherited by Prince Adam from his ancestor King Grayskull, who had wielded it against the Horde and the Snake Men long ago. Upon his death, King Grayskull infused the sword with his spirit, instilling his strength, kindness, and wisdom to his descendant Adam whenever the ancestral name was invoked. The sword was presented to Adam in a special box by the Sorceress.

The sword would shrink and retract somewhat when wielded by Prince Adam, only to grow and fuse to hilt when transforming him into He-Man. In extreme circumstances the blade itself could also split open to reveal a green crystal at its center, which He-Man activated when the enormous snake deity Serpos threatened Castle Grayskull. He-Man used the sword's power in this configuration to destroy the beast's body and called forth the Elders to return its spirit back to its stone prison.

2002 MVCREATIONS MOTU COMICS

This canon portrayed the Power Sword consistently with the MYP animated series. It was shown to be almost too heavy to be lifted by Prince Adam's musclebound form. As in the Filmation continuity, He-Man could use the sword to gain access to Castle Grayskull by speaking the phrase "By the Power of Grayskull, I command the Jaw Bridge open!"

2008 MOTU CLASSICS

The Classics canon provided a complex and rich history for the Sword of Power in an attempt to mix elements from the stories about it in various prior continuities as well as adding many entirely new elements.

Known originally in this canon as the Sword of He, as well as more commonly the Sword of Power, it was a powerful weapon created on Trolla by the Overlords of the Timeless Dimension and infused with the power of the universe. The sword was intended to protect the [illegible] of the Gods and the [illegible] from evil.

The Overlords, concerned with the encroaching Horde Empire in the Dimension of Eternia, gave the sword to their Cosmic Warriors, which they chose once in every generation, and assigned a Trollan to act as a guide to each. They sent the Cosmic Warrior He-Ro to defeat Horde Prime with the sword.

Later on Eternia, the power of the Starseed enhanced the Sword of He's magic, and when He-Ro, now He-Ro, died, he passed the sword on to King Grayskull. In turn Grayskull defeated the Horde and the Snake Men, but lost his life as well, and as he did, Grayskull magically passed his essence into the Sword of He so that thereafter only his heirs could wield it and harness the power of the universe.

Grayskull left the weapon in the care of his widow, Veena, and his Council of Elders, who, to keep the blade on Eternia where it could protect the Starseed, made a bargain with the Overlords of Trolla, sending Zodac, one of their own, to become a Cosmic Enforcer. The council also transformed and combined the magic of the sword with their wisdom inside the Great Orb. Grayskull's spirit instructed them to split the Sword of He in two, as an additional precaution. Veena meanwhile guarded the orb in the castle while her apprentice, the immortal goddess Dunella, selected worthy warriors to guard the two halves of the sword. The guardians became known as The He-Men.

Over the centuries, the Sword of He was passed down from warrior to warrior, appearing to change in color with each guardian. It became blue when the northern He-Man Vikor used the sword to fight the Fighting Foe Men. Later the sword turned black when held by the warrior Wun-Dar. Five thousand years later, the Jungle He-Man Oo-Lar wielded the sword, then green, against Skeletor. Oo-Lar was the He-Man when the Twins of Destiny were born to King Randor and Queen Marlena. The Sorceress at the time, Teela Na, commanded Oo-Lar to bring the sword halves to Castle Grayskull, where she temporarily combined them and, with some help, cloned the complete sword to create the Sword of Protection, so that both twins could wield the Power.

Upon his coming of age, Adam inherited the quest for the halves of the Sword of He, armed with an electronic version of the Power Sword created by Man-At-Arms. One of the two halves of the Sword of He fell into Skeletor's possession and became purple under his power, but eventually Adam obtained both halves and united them, becoming He-Man. Prince Adam was the first one to actually tap into the power. When He-Man later left Eternia to join the Galactic Protectors, the Sword of He changed its appearance, becoming a green blade of energy atop an altered metal hilt.

Many years later, He-Man returned to Eternia to assume the throne. Wishing no one to have access to its power, King He-Man placed the Sword of He, which had returned to its original form, inside the Energy Anvil in Castle Grayskull's Main Library and Ancient Observatory. When Despara attacked Eternia, He-Man wielded the aged shattered version of the Sword of Power while his son Dare, seeing his father in danger, removed the Sword of He from the Energy Anvil and called upon the Power of He-Man to become He-Ro II, the newest defender of Eternia.

When the Unnamed One destroyed the Great Orb and Castle Grayskull, the Sword of He became a direct link to the Starseed. Dare continued to wield the Sword of He as He-Ro II while traveling through time, to both the past and future.

2012 DC MOTU COMICS

In the 2012 DC comics continuity, the Sword of Power was originally forged by King Grayskull himself, inside the Forge of Grayskull, to be the ultimate weapon as well as the bringer of peace. It was used to defeat Hordak and banish the Evil Horde to Despondos.

Generations later when the time was right, Prince Adam claimed the sword to channel the Power of Grayskull and become He-Man, the defender of Eternia and the most powerful man in the universe.

Later, at the prompting of the Sorceress, and guided by the spirit of King Grayskull, He-Man reforged the Sword of Power into a new sword, the Sword of Eternity.

SWORD OF PROTECTION

PRIMARY OWNERS
She-Ra/Adora

SPECIAL ABILITIES
- Initiating transformation between Adora and She-Ra
- Initiating transformation between Spirit and Swift Wind
- Concentrating the Power of Grayskull
- Communicating with the Sorceress
- Transforming into various tools

1985 FILMATION POP ANIMATED SERIES

Like the Sword of Power, the Sword of Protection was kept by the guardians of Castle Crystal for many years until Adora acquired it and transformed into She-Ra by raising it aloft and crying: "For the honor of Grayskull! I am She-Ra!" It also initiated the transformation between Spirit and Swift Wind.

It resembled the Sword of Power but also had a blue jewel embedded in its hilt. Many of its additional capabilities, in comparison to the Sword of Power, may be attributed to this jewel. The sword could transform into virtually anything She-Ra commanded, such as a shield, a chain, a rope, or even a blade of flame, and the limits of this power were unclear. The jewel could project bright beams of light and, additionally, allowed She-Ra to communicate with the Sorceress on Eternia.

1985 POP MINICOMICS

The minicomics commonly portrayed the Sword of Protection with additional powers: it could slow She-Ra's fall from a great height, break dark curses, conjure storms, transform enchanted into stone, and project bolts of mystical energy.

The Sword of Protection was closely linked to the Sword of Power, and when He-Man and She-Ra first met, the two swords rose into the air, crossed, and were surrounded with mystical energy.

1985 GOLDEN POP BOOKS

Though mostly consistent with other canons, the Golden books depicted the Sword of Protection as alternately gold or silver.

1985 LADYBIRD POP BOOKS

The Ladybird canon was largely consistent with other continuities' portrayals of the sword. Also known simply as the Sword of She-Ra, in this canon it displayed the ability to unleash bolts of energy from its tip and would glow to warn She-Ra of danger when enemies were nearby.

1986 UK WORLD MOTU ANNUALS

The World annuals continuity described the Sword of Protection as essentially consistent with that of the Filmation canon.

1986 GERMAN POP AUDIO PLAYS

The German audio plays gave the sword a wide range of powers in addition to transforming Adora into She-Ra. Through the sword's magic, She-Ra could heal wounds, break curses, or even reconstruct Loo-Kee's flute playing. Through the jewel embedded in its hilt, she could see the past or future.

1986 UK TWINS OF POWER MAGAZINE

The UK comics established that the Sword of Protection had been forged centuries ago by the Elders of Eternia, who had created it, along with the Sword of Power, from a fragment of an extremely powerful crystal meteor they had brought down to Eternia. The Elders' leader, Kardor, foretold that one day, two heroes would be given the Swords of Power and Protection to wield in defense of Eternia and Etheria.

When Adora became She-Ra, the Sword of Protection exhibited many of the same powers previously depicted in earlier canons. Additionally, she could communicate with Light Hope through the jewel embedded in its hilt.

2008 MOTU CLASSICS

The Classics canon provided a great many new and different details about the history of the Sword of Protection. When the Twins of Destiny were born, the Sorceress commanded Zo-Lan to bring the two halves of the Sword of He to Castle Grayskull to temporarily reunite and clone them, so that both twins might wield the Power of Grayskull. The magical protector Light Hope infused the Stone of Protection into the cloned sword, thus making it the Sword of Protection.

In time, She-Ra learned to harness new powers and created the Rainbow Power armor, and the Sword of Protection changed: it grew larger, and its stone became star shaped and magenta. Later, when She-Ra enrolled the sword in the Tri-Solar System, the Sword of Protection changed its appearance again and had a blade of pure energy with a blue stone in the metal hilt. When She-Ra was possessed by Horde Prime, the Sword of Protection changed in appearance to display a red stone, which she wielded in her new identity as Despara.

2012 DC MOTU COMICS

The 2012 DC comics provided their own unique take on the Sword of Protection. Forged in secret long ago by King Grayskull, the Sword of Protection was created in the Forge of Grayskull to temper the Sword of Power and included a red gem.

[illegible]

The sword was stolen by Serpos, Grayskull's assassin, and was lost for millennia until Adora came to cosmic contact to the Sword of Power; the Sword of Protection transformed as Adora became She-Ra. As the Sword of Power had been changed by He-Man, so, too, the Sword of Protection was ready itself.

At the climax of the Eternity War, She-Ra was able to transform the sword with the incantation "sword to shield!" but after using this massive amount of energy the sword reverted to its former incarnation. Upon fighting the spirit of Hordak, She-Ra used the Sword of Protection's red gem that was formed from the same primordial bed as the Eyes of Grayskull to destroy the Eyes and turn the tide of the battle.

SWORD OF SAI

PRIMARY OWNERS
Chief Carnivus

[illegible] MOTU CLASSICS
Chief Carnivus's primary weapon was known as the Sword of Sai.

SWORD OF THE ANCIENTS

[illegible] FILMATION MOTU ANIMATED SERIES
The Sword of the Ancients was a powerful artifact that had been placed in a boulder of quartz and buried beneath Snake Mountain long ago. It was equal to the Sword of Power, though the nature of its own powers was left largely a mystery. The sword could levitate and speak, and when it came into proximity with the Sword of Power, it merged with it.

[illegible] MOTU MINICOMICS
In contrast to the Filmation series, the minicomics stated that the Sword of the Ancients was a powerful weapon hidden by Skeletor many years ago. The Sword of the Ancients bore a striking resemblance to the Sword of Power. It was buried in the labyrinth beneath Snake Mountain and, like in the Filmation series, it was encased in quartz.

Those who were the Masters of Power were compelled to search for it. Only the wise, the brave, and the just could wield it. After retrieving the Sword of the Ancients, He-Man returned the sword to its rightful place, deep underground.

SYNERGETIC TIME MACHINE

PRIMARY OWNERS
Richard
Man-At-Arms

SPECIAL ABILITIES
Time travel

[illegible] FILMATION MOTU ANIMATED SERIES
Theorizing that time travel was possible, Richard and a younger Man-At-Arms built the Synergetic Time Machine. It resembled a long glass tube with a set of complicated controls and instruments at one end.

TABLET OF THE LOST MAGES

PRIMARY OWNERS
Skeletor
Beast Man

[illegible] CLASSIC MOTU AUDIO PLAYS
The Tablet of the Lost Mages contained inscriptions describing how to build a terrifying machine of destruction. Many years ago, it was discovered by Beast Man, who was an intelligent scientist at that time. Realizing its dangers and unable to destroy the magical tablet, Beast Man instead changed its inscriptions before hurling it into a volcano so it wouldn't fall into Skeletor's hands.

Webstor subsequently found the tablet in the then-inactive volcano and delivered it to Skeletor, who used its instructions to build a machine which almost sank the entire planet's landmass beneath the water, before He-Man shut it down.

The tablet also contained a crystal which allowed Skeletor to communicate directly with one of the Lost Mages. Ultimately, He-Man threw it into the Volcano of the Endless Depths, where it was destroyed.

TABLET OF TRUTH

PRIMARY OWNERS
Shadow Weaver

SPECIAL ABILITIES
Compelling the target to speak truth

[illegible] UK MOTU COMIC MAGAZINES
The Tablet of Truth was an ancient artifact that forced anyone it was used on to truthfully answer any question asked of them. Shadow Weaver stole the tablet from where it was guarded at the top of a remote mountain and attempted to use it to discover She-Ra's secret identity.

TALISMAN OF SIGHT

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Inducing blindness

[illegible] UK MOTU COMIC MAGAZINES
The Talisman of Sight was a magical artifact which induced blindness in anyone at whom it was aimed. Although Skeletor successfully used it to blind He-Man and the Heroic Warriors, when Buzz-Off seized the talisman from his grasp, the broken contact between the villain and the artifact caused its blinding effects to wear off.

TALISMANS OF THE SEA, SKY, AND COSMOS

1983 | DC MOTU COMICS
The Talismans of the Sea, Sky, and Cosmos were respectively marked with the symbols of a fish, a bird, and a star. When combined, they would lead whoever held them to the lost halves of the Sword of Power.

TARGETING COMPUTER

PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
Computerized bodily guidance

1984 | MARVEL STAR MOTU COMICS
Man-At-Arms' Targeting Computer was a piece of technology worn by the user and synced to an orbiting satellite. When the user donned a helmet, the activated Targeting Computer could guide the wearer's body precisely. He-Man used this technology to accurately hurl a giant 150 miles across Eternia.

TECHNO-ORGANIC VIRUS

PRIMARY OWNERS
[illegible]

SPECIAL ABILITIES
Mutating creatures
Promoting growth of cybernetic parts

2022 | MOTU CLASSICS
The Techno-Organic Virus was a [illegible] weapon created by Hordak Prime to destroy the Cosmic Warrior Bo. Once infected, Bo fell through a wormhole to Eternia where [illegible] rescued him and placed him in a magic pool. The pool cleansed the virus from his body but transferred it to the planet itself.

During the Great Wars, the virus spread across Eternia, transforming the planet into a unique blend of magic and technology. The dinosaur herds of the [illegible] began forming cybernetic parts as the virus infected them, forcing the giants to leave their home in search of a cure. The infected dinosaurs made very effective war beasts during the wars and were made into steeds by the combatants. Among these were the Bionatops and the Tyrantisaurus.

During the Second Ultimate Battleground, Skeletor defeated Hordak but [illegible] a fatal blow. To survive, Skeletor absorbed the Techno-Organic Virus from the Bionatops which He-Man had brought with him through time, becoming a powerful cyborg infused with Hordak's powers.

TELEPORT BOMB

PRIMARY OWNERS
Skeletor
Hordak

SPECIAL ABILITIES
Teleportation

1986 | UK MOTU COMIC MAGAZINE
In a joint effort to crush He-Man and the Heroic Warriors, Skeletor and Hordak built the Teleport Bomb. The machine was designed to explode, teleporting those nearby to another world and leaving them stranded there. Fortunately, He-Man managed to use his sword to destroy the nefarious weapon.

TELEPORTATION RAY

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Teleporting target to unknown dimensions

1983 | FILMATION MOTU ANIMATED SERIES
The Teleportation Ray looked like an offensive weapon. Skeletor teleported the target to dimensions unknown.

TELEPORTATION MACHINE

PRIMARY OWNERS
Hordak

SPECIAL ABILITIES
Teleporting the user to any location

1986 | UK MOTU COMIC MAGAZINE
When Hordak was betrayed by his student Skeletor and stranded alone on a lifeless moon, he used the remaining parts from the Horde Troopers, which had been destroyed by Skeletor, to build a Teleportation Machine. The machine took him many years to build, but once it was complete, Hordak used the machine to pursue Skeletor to Eternia.

TELE-SCREEN

PRIMARY OWNERS
Heroic Warriors

SPECIAL ABILITIES
Communication device with [illegible]

1986 | UK MOTU COMIC MAGAZINE
The Tele-Screen was used by the Heroic Warriors to communicate with residents of other worlds. Orko used the Tele-Screen to contact his friend [illegible], the sorceress from the planet of [illegible].

TEMPERIC OIL PAINT

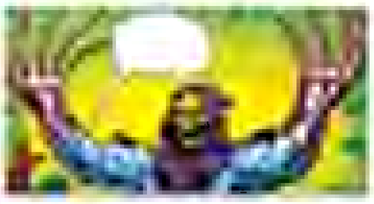
PRIMARY OWNERS
[illegible]

[illegible] Temperic Oil Paint was used by [illegible] magical pictures.

TERROR CLAWS

OTHER NAMES
Terror Claws of Attricus

PRIMARY OWNERS
Skeletor



[illegible] The Terror Claws were [illegible] gauntlets forged by Spikor for Skeletor. They had sharp claws at their elongated fingertips and seemed to increase Skeletor's strength.

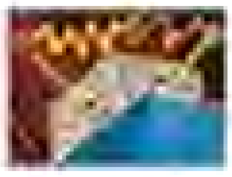
[illegible] MARVEL STAR COMICS
Skeletor's Terror Claws of Attricus were part of an attempt to breach the walls of Castle Grayskull in the Marvel Star Comics. He also used them to [illegible] with an additional snapping dragon weapon.

THOUGHT MACHINE

PRIMARY OWNERS
[illegible]
Skeletor

SPECIAL ABILITIES
Mind control

[illegible] GOLDEN BOOKS
The Thought Machine controlled the minds of any who came too close to its powerful artificial flowers. Skeletor obtained the device from [illegible], but it was destroyed when He-Man and Moss Man destroyed the flower components.



TIME BEAM

PRIMARY OWNERS
Evil Horde

SPECIAL ABILITIES
Stopping time

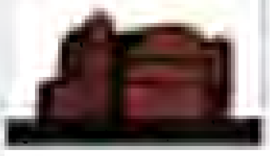
[illegible] MAGAZINE
The Time Beam was a rod-shaped device employed by Hordak and Catra. Anything caught within its influence was instantly frozen in time.

TIME BOMB

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Transporting through time

[illegible] MARVEL STAR COMICS
The Time Bomb was a silver cylindrical weapon deployed by Skeletor to transport He-Man into the future. In an attempt to foil Skeletor's plan, Prince Adam threw the Sword of Power at the bomb, thereby detonating it. But in doing so Adam unwittingly transported the sword thirty years into the future, thus creating an alternate timeline in which he had been unable to transform into He-Man for three decades.



TIME DISPLACER

PRIMARY OWNERS
Hordak

SPECIAL ABILITIES
Transporting into the past

[illegible] COMIC MAGAZINE
Hordak's Time Displacer was a device worn on his wrist. With a single zap, he transported He-Man and Man-At-Arms back to a time before technology existed on Eternia, an era from which he believed they could not escape.

TIME MACHINE

PRIMARY OWNERS
Giants

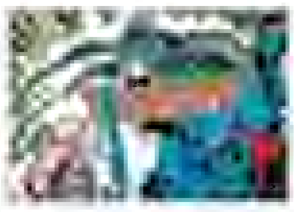
SPECIAL ABILITIES
Time travel

[illegible] AUDIO PLAYS
The Time Machine stood in the giants' ancient ruins in the Sands of Time, the last relic to attest to their technological achievements. When Eternia was threatened by a black sun which was on a collision course with the planet, He-Man used the ancient Time Machine to move Eternia [illegible] a few seconds out of time and out of harm's way.

TIME PORTAL

PRIMARY OWNERS
Hordak

SPECIAL ABILITIES
Transporting ancient beasts to the present



[illegible] COMIC MAGAZINE
Hordak's Time Portal machine was designed to transport the great beasts of Eternia's ancient past to the present. Hordak set these beasts upon the Royal City before He-Man destroyed the machine and sent the beasts back to their own time period.

TIME TRANSFORMER

PRIMARY OWNERS
Professor Tempus

SPECIAL ABILITIES
Changing history

[illegible] FILMATION [illegible] ANIMATED SERIES
Professor Tempus's invention of the Time Transformer allowed him to view events of the past on a screen and "redraw" them using a light pen pointer. The power of the Time Transformer made these revised events a permanent fixture in history.

TIME WHEEL

PRIMARY OWNERS
Sylvan

SPECIAL ABILITIES
Time travel

1983 FILMATION MOTU ANIMATED SERIES
Built by the Sylvan army and housed at their ancient temple, the Time Wheel had a crank which, when turned, caused it to emit an ethereal glow and allowed users to access any point in time.

TIME-BOMB

PRIMARY OWNERS
Null

SPECIAL ABILITIES
Teleportation across time, space and dimensions

1986 UK MOTU COMIC MAGAZINE
Null's Time-Bomb allowed him to teleport large groups through time, across space, and between dimensions. He used it to assemble an army and bring the heroic and Evil Warriors of Eternia to his own dimension, as well as sending them into Domina's [illegible] when they proved too troublesome.

TIME-SAFE

1984 GERMAN MOTU AUDIO PLAYS
The Time-Safe was located under the Evergreen Forest and appeared as a black disk. It was a hole in reality, inside which objects could be stored in a suspension of time. Skeletor used it to store both the [illegible] and the Sword of Power which he had stolen. When Skeletor fell into the Time-Safe during a battle, he was trapped there until Man-At-Arms used the Timesling to open it once more.

TIME-SCAN MACHINE

PRIMARY OWNERS
Horde Prime

SPECIAL ABILITIES
Revealing the history of any object

1986 UK [illegible] OF POWER MAGAZINE
Horde Prime's Time-Scan Machine would scan any object placed within it and display its history on a view screen. When he acquired the [illegible] Stone of Power, he discovered the origins of the Sword of Power and the Sword of Protection, as well as the existence of the Sword of Evil.

TIMESLING

PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
Allowing travel and opening time fields

1984 GERMAN MOTU AUDIO PLAYS
Man-At-Arms' Timesling attached itself to the Time-Safe under the Evergreen Forest and allowed the heroes to open it, retrieving the Sword of Power and releasing Skeletor from his imprisonment in there.

TIMESTOP DEVICE

PRIMARY OWNERS
[illegible]

1985 FILMATION POP ANIMATED SERIES
Powered by [illegible], the most potent element in Hordak's world, Hordak's Timestop Device had the ability to freeze time for a selected location. The intensity of its effect was such that even an object in free fall would halt, suspended in the air. Once activated, the [illegible]-shaped machine itself was also in a state of stasis, and thus could not be tampered with.

TOWER TOOLS

PRIMARY OWNERS
Man-At-Arms

1986 MOTU MARVEL STAR COMICS
The Tower Tools were invented by Man-At-Arms for the use of the Heroic Warriors. Each featured a large claw at the end of a long mechanical arm. They were designed to grab things out of reach.

TRACTOR BEAM (I)

PRIMARY OWNERS
Ogres

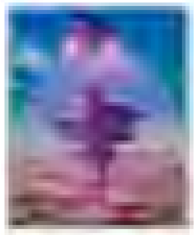
SPECIAL ABILITIES
Pulling aircraft out of the sky

1983 FILMATION MOTU ANIMATED SERIES
The Ogres of the Mystic Mountains used their Tractor Beam to pull aircraft out of the sky at great speed. The machine was [illegible] two operators.

TRACTOR BEAM (II)

PRIMARY OWNERS
Evil Mutants

SPECIAL ABILITIES
Towing cities



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Tractor Beam was a technically new addition to the Mutant Mothership and could entrap and tow entire cities to another location. The Mutants used it to destroy the village of Zephis. They would have used it to tow [illegible] into space had the rebels of Primus not used the Reverse Particle Enhancer to destroy it.

TRAINING ROBOT

PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
Levitation
Fencing
Projecting laser blasts

[illegible] FILMATION MOTU ANIMATED SERIES
Designed by Man-At-Arms, the spherical Training Robot was a levitating sphere with two arms, one of which wielded a sword while the other could fire laser blasts. It was designed to test one's combat abilities, especially swordsmanship. Though devoid of personality, it would get carried away at times and become relentless. A lever on its back could shut it down.

TRANSPORTER RAY

SPECIAL ABILITIES
Teleport unknown Mers

[illegible] FILMATION MOTU ANIMATED SERIES
The Transporter Ray was a complicated device on a stand that projected a beam to transport any person or creature to the island Mers.

TRANSIUM ORE

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Transium Ore was one of the most valuable resources in the Tri-Solar Galaxy and was used primarily to power starships but could also function as an explosive in large quantities.

TRANSMUTATOR

PRIMARY OWNERS
Zikon

SPECIAL ABILITIES
Molecular manipulation

[illegible] FILMATION MOTU ANIMATED SERIES
The Transmutator was a powerful device invented by the scientist Zikon. It could, despite its unassuming appearance, manipulate the molecular structure of anything. It was capable, for instance, of turning trees into solid gold or shrinking the entire Royal Palace of Eternia.

TRANS-SCREEN

PRIMARY OWNERS
Blowen People

SPECIAL ABILITIES
Displaying events happening elsewhere in the universe

[illegible] DC/POP COMIC MAGAZINE
The Trans-Screen was used by the Blowen People to show She-Ra the damage their escaped hurricane from the Blowen Dimension was doing on Eternia.

TRANSLATFALCON

PRIMARY OWNERS
Sorm

SPECIAL ABILITIES
Translations of alien languages

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Translatfalcon was a device created by Mosar to translate alien languages.

TRANSPORT BEAM

PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
Teleportation

[illegible] FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL
Man-At-Arms' Transport Beam could reach across space to teleport those who stood in a glowing field of light back to the beam's source. It could reach as far as the planet Earth from Eternia.

TRIAD OF DISCIDIUM

PRIMARY OWNERS
Evil Horde

SPECIAL ABILITIES
[illegible] the casting of the Spell of Separation

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
In Eternia's distant past, Hordak commanded the Horde Wraiths to construct the Triad of Discidium in order to invoke the Spell of Separation at the Wall of Darkness. A powerful artifact, it was built from three pieces joined together at the wall and placed in an inscribed platform. When the spell was stopped, the Triad's indestructible components were hidden in three separate locations. Many years later, they were rediscovered by Two Bad, who mistakenly believed the spell would lift Skeletor's curse and restore Tuvar and Baddrah to their original forms.

TRIANGLE OF TELOSSI

SPECIAL ABILITIES
Enabling the pure of heart to cast spells

[illegible] UK POP COMIC MAGAZINE
The Triangle of Telossi lay at the top of the Mountain of Vision and could only be reached by climbing a steep staircase up the side of the peak. It was a mystical artifact which could only be used by the pure of heart to cast powerful spells. He-Man used it to banish Skeletor and the Evil Warriors before placing the triangle in Castle Grayskull for safekeeping.

TRIFUSIUM CRYSTAL

PRIMARY OWNERS
People of Primus

SPECIAL ABILITIES
Atmospheric regulation

[illegible] HE-MAN MINICOMICS
The Trifusium Crystal was a gem that controlled the atmosphere on Primus. Without it, the atmosphere would thin and global temperatures would rise, endangering the planet's inhabitants.

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
In a departure from the minicomics, *The New Adventures of He-Man* established that Trifusium Crystals were a mineral found only on Denebria, where they were extracted from the Gorman-Ax Mine. They were used to power Primus's Trifusium Generator.

TRIMET

SPECIAL ABILITIES
Durability

[illegible] UK WORLD NOTE ANNUALS
Trimet was the hardest and most powerful mineral to be found on Eternia. Skeletor used it to make two perfect clones of himself.

TRI-OPTIC VISOR

PRIMARY OWNERS
Tri-Klops

SPECIAL ABILITIES
Enhanced vision
Optic blasts

[illegible] MOTU CLASSICS
The Tri-Optic Visor was the apparatus worn by Tri-Klops after an accident left him blind. The visor gave him enhanced vision including Cornervision (the ability to see through solid objects), Distavision (sight over great distances), and Night Vision. The visor was also weaponized and could generate optic blasts.

SEE ALSO: CHARACTERS: TRI-KLOPS

TROLLAN FLUTE

[illegible] UK POP COMIC MAGAZINE
The Trollan Flute was a musical instrument that originated on Trolla. Orko owned one, but his playing was terrible. He cast a spell to improve it, which resulted in the flute being magically lost in a book. Roboto commented that this was the most logical way to improve Orko's playing.

TROLLAN MILITARY-ISSUE SPACESUIT

[illegible] MOTU CLASSICS
The Trollan Military-Issue Spacesuit was a suit of mechanized armor stored in the Trolla Chamber of Castle Grayskull. It was also worn by the heroic Jet Pack, one of the Defenders of Trolla, probably as a member of the Trollan military. Although native Trollans had no visible legs, the armor was designed for a humanoid form.

TRONYX

SPECIAL ABILITIES
Universal power

[illegible] AURAK (SPAIN MOTU COMIC)
The Tronyx was a brooch hidden inside Fire Mountain which gave the holder ultimate and universal power. When Keldor and King Miro attempted to obtain it by drilling into the mountain, the mountain exploded, keeping the Tronyx out of reach forever.

TRUTH CHAIR

PRIMARY OWNERS
Hordak

SPECIAL ABILITIES
Inducing honesty

[illegible] UK POP COMIC MAGAZINE
The Truth Chair was a device invented by Hordak that forced its seated captive to give a truthful answer to any question. Orko outsmarted the Truth Chair by giving answers to Hordak's questions which, although completely truthful, nonetheless provided totally useless information.

TRUTH SCANNER

PRIMARY OWNER(S)
Skeletor

SPECIAL ABILITY
Inducing honesty

[illegible] FILMATION MOTU ANIMATED SERIES
Located within Snake Mountain, Skeletor's Truth Scanner was a glass chamber connected to a control panel. When a captive was placed within the chamber, a shimmering light would force them to truthfully answer any question posed by Skeletor.

ULTRA-SENSITIVE LIGHT GLASSES

PRIMARY OWNER(S)
Arrestor

SPECIAL ABILITIES
Enabling perception of invisible light spectrums
Seeing through solid objects

[illegible] UK MOTU COMIC MAGAZINE
Employed by Arrestor, the Ultra-Sensitive Light Glasses allowed the wearer to see spectrums of light typically invisible to the naked eye (such as alarm beams) and to peer through solid walls.

ULTRA-SONIC PROJECTOR

PRIMARY OWNER(S)
Collector

SPECIAL ABILITIES
Projecting piercing sound waves

[illegible] UK MOTU COMIC MAGAZINE
The Ultra-Sonic Projector was used by the Collector to knock out his enemies with piercing sound waves from a great distance.

ULTRA-SONIC REGULATOR

PRIMARY OWNER(S)
Hordak

[illegible] UK MOTU COMIC MAGAZINE
The Ultra-Sonic Regulator was a device possessed by Hordak with undefined capabilities.

ULTRA-SONIC TRANSMITTER

PRIMARY OWNER(S)
Hordak

SPECIAL ABILITIES
Transmitting signals to trigger detonations

[illegible] UK MOTU COMIC MAGAZINE
The Ultra-Sonic Transmitter was a device used by Hordak to transmit a signal to remotely trigger the detonation of explosives.

UNDERWATER ARMOR

PRIMARY OWNER(S)
Man-At-Arms

SPECIAL ABILITIES
Enabling breathing underwater
Enhancing swimming

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
Invented by Man-At-Arms using DNA extracted from skin shed by the Snake Men, the Underwater Armor consisted of a series of extensions to the Masters' existing armor, enabling them to breathe underwater and improving their swimming. The armor was activated by voice command and varied depending on the needs of the individual wearer. The suits were somewhat personalized: Mekaneck's included a modified helmet so he could search the seabed underwater, while Man-At-Arms' projected explosive bolts.

UNDERWATER BREATHING DEVICE

PRIMARY OWNER(S)
Man-At-Arms

[illegible] FILMATION MOTU ANIMATED SERIES
Man-At-Arms' Underwater Breathing Device was a silver canister containing oxygen and a mouthpiece. It enabled the user to breathe while underwater for prolonged periods of time.

VAPORIZER

[illegible] FILMATION MOTU ANIMATED SERIES
Count Marzo's Vaporizer was a handheld weapon that could fire a large cloud of unconsciousness-causing smoke.

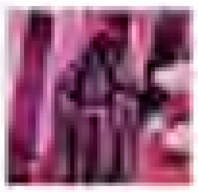
VARIABLE HIGH-FREQUENCY OSCILLATOR

OTHER NAMES
VHO

SPECIAL ABILITIES
Repelling animals

[illegible] FILMATION MOTU ANIMATED SERIES
The Variable High-Frequency Oscillator, commonly known as the VHO, was a handheld cylindrical device which emitted a high-pitched sound. It was only audible to animals and repelled them. It was used primarily to deter the animals of [illegible] Island from attacking the Royal Historians camp.

VASIONIC RESONATOR KEY



[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Vasionic Resonator Key was a shard of crystal that controlled the shield around Primus.

VASIONIC SHIELD

PRIMARY OWNERS
People of Primus

SPECIAL ABILITIES
Protection

[illegible] MOTU NEWSPAPER STRIPS
The Vasionic Shield was a force field that protected the planet Primus from enemy attacks.

VEIL OF SERVITUDE

[illegible] [illegible] MOTU MINICOMICS
The Veil of Servitude subjugated the will of the person wearing it. Evil-Lyn once used the veil to enslave and control Queen Marlena.

VIDEO SPY-SCAN MONITOR

SPECIAL ABILITIES
Spying

[illegible] LADYBIRD MOTU BOOKS
The Video Spy-Scan Monitor was used by heroes and villains alike to spy on their enemies.

VIEW CRYSTAL

PRIMARY OWNERS
[illegible]

SPECIAL ABILITIES
Remote Viewing

[illegible] FILMATION POP ANIMATED SERIES
Located on a crystal table at Castle Chill, the View Crystal worked similarly to a display screen, allowing one to view locations throughout the Kingdom of the Snows.

VIEWSCOPE

PRIMARY OWNERS
[illegible]

SPECIAL ABILITIES
[illegible]

[illegible] FILMATION POP ANIMATED SERIES
The Viewscope was a handheld device for long-distance video communication. It included a small screen which displayed the person at the other end of the call.

VIMWARD

SPECIAL ABILITIES
Healing

[illegible] FILMATION [illegible] ANIMATED SERIES
Located on Mount Zalos in the Crystal Mountains, Vimward was a mystical tree branch with mysterious healing abilities. The branch was used to save the life of Kowl after he was bitten by a venomous Doubler.

VIRUS BOMBS

PRIMARY OWNERS
[illegible]

SPECIAL ABILITIES
Unleashing a deadly virus

[illegible] [illegible] [illegible]
The Virus Bombs were a terrible weapon which would, when detonated, release a deadly virus powerful enough to eradicate an entire planet's population and vegetation. Long ago, the Denebrian Minister of War planned to drop them on Primus in a bid to conquer that world.

Due to a malfunction, the warships carrying the bombs exploded over Denebria, unleashing the virus on their own world. Denebria became a desolate wasteland, and its people became Mutants.

VISION PHONES

SPECIAL ABILITIES
Video communication

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Vision Phones were handheld video communicators used throughout the New Adventures of He-Man series. They worked under both short and long range conditions. Both the Primans and the Mutants had their own versions of the device and the Primans also had a portable version.

VIPRO BOMB

PRIMARY OWNERS
Evil Horde

SPECIAL ABILITIES
Exploding

[illegible] LADYBIRD MOTU BOOKS
Dropped from the Horde Assault Ship, the rocket-powered Vipro Bomb was such a powerful weapon that its explosion caused terrible earthquakes and shock waves which crushed the land around it.

VISI-PHONE

PRIMARY OWNERS
Heroic Warriors
Royal Guards

SPECIAL ABILITIES
Long-distance communication

[illegible] UK MOTU COMIC MAGAZINES
The Visi-Phone was a device used by the guards at the gates of Eternos City which enabled communication with the Heroic Warriors in the Royal Palace. The device worked by transferring the user's image onto a view screen at the palace, from which they could converse with the Heroic Warriors.

VOICE-BEAM PROJECTOR

PRIMARY OWNERS
Evil-Lyn

SPECIAL ABILITIES
Voice manipulation

[illegible] LADYBIRD MOTU BOOKS
The Voice-Beam Projector was a horn-like device used by Evil-Lyn to make her voice sound like that of anyone she desired. It also enabled her to throw her voice, making it appear to be coming from different directions.

VOLCANIC RAY

[illegible] [illegible] (FILMATION MOTU CARTOON)
In the Sands Province of Planet millions...[illegible], Hordak developed the Volcanic Ray in an attempt to destroy the Whispering Woods. In its initial test, he successfully destroyed a small portion of the magical forest. Thrilled by his success, Hordak planned to unleash the full power of the Volcanic Ray on the Whispering Woods.

Fueled by volcanic energy, a concentrated beam from the ray could also transform people into statues of hardened lava. The ray's powers could be undone by a magical gem located far beneath the volcano base from which Hordak had been operating. After She-Ra and Bow were turned into statues, Light Hope tasked Kowl with retrieving the gem, which he successfully did.

VORTEX BEAM GENERATOR

PRIMARY OWNERS
Horde Prime

SPECIAL ABILITIES
Teleportation

[illegible] MOTU CLASSICS
The Vortex Beam Generator was a powerful device operated by Horde Prime on Horde World. It permitted long-range teleportation and was activated with a key controller.

VORTEX SUIT

PRIMARY OWNERS
Mighty Spector

SPECIAL ABILITIES
Time travel

[illegible] MOTU CLASSICS
The Vortex Suit was the Mighty Spector's Time Agent uniform, created from the technology of the Cosmic Key. It enabled him to travel back and forth throughout the timeline and to bring others forward in time with him. However, the technology was not normally capable of transporting additional people backward in time without major complications.

When circumstances required Spector to transport Prince Dare back in time with only his own suit, the Time Agent and Man-E-Faces II had to give him a full burst of tachyon particles, in order to temporarily overpower Gadalon's technology and enable a single suit to transport two people back in time.

WASPOIDS

PRIMARY OWNERS
Evil Horde

SPECIAL ABILITIES
Attacking in numbers
Projecting energy beams from eyes
Flight

[illegible] FILMATION POP (PRINCESS OF POWER) SERIES
The Waspoids were Horde drones that resembled large mechanical wasps. They attacked in large swarms from the air and projected energy blasts from their eyes.

WEATHER CANNON

PRIMARY OWNERS
Council of Elders
King Hiss

SPECIAL ABILITIES
Weather manipulation

[illegible] UK WORLD MOTU ANNUALS
The Weather Cannon was designed long ago by the Elders' scientists in an attempt to alter Eternia's climate and produce better crop yields. It was a large laser cannon, mounted on a stand with a padded seat for its operator.

When King Hiss found the Weather Cannon in the ancient pyramid of Myrdon, he activated it, making Eternia's climate unbearably hot for humans. It was ultimately damaged in battle, and its effects magically reversed by Orko.

WEATHER HELMET

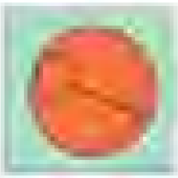
PRIMARY OWNERS
Hordak

SPECIAL ABILITIES
Localized weather control

[illegible] UK MOTU COMIC MAGAZINES
The Weather Helmet was an experiment by Hordak to manipulate weather and could indeed control the weather over a small area. He sent Grizzlor and Catra out to test it, but the device was rendered useless when Grizzlor was tricked by Bloom into creating a thunderstorm, which shut down its

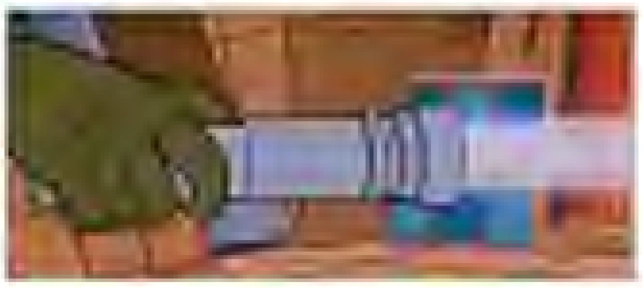
WEATHER CONTROLLING SATELLITE

[illegible] FILMATION MOTU ANIMATED SERIES



The Weather Controlling Satellite was a small levitating, remote-controlled orange sphere which could modulate the weather over the Royal Palace.

WEB-CORD



PRIMARY OWNERS
Man-At-Arms

SPECIAL ABILITIES
Rope creation

[illegible] FILMATION MOTU ANIMATED SERIES
Invented by Man-At-Arms, the Web-Cord was a flashlight-like device. It projected a beam of light which would harden in seconds into a rope strong enough to climb, swing from, or be used to bind a captive.

WEIGHT MAGNIFIER

PRIMARY OWNERS
Skeletor

SPECIAL ABILITIES
Burrowing through ground
Magnifying weight of objects

[illegible] FILMATION MOTU ANIMATED SERIES

The Weight Magnifier was a device which could burrow through the ground and then transform itself into a cannon-like form. The ray it projected magnified the weight of any object it struck.

WEIRD OF CRYSTAL

SPECIAL ABILITIES
Transforming living things into crystal

[illegible] FILMATION MOTU ANIMATED SERIES
The magic of the Weird of Crystal would transform any living thing that touched it into a lifeless crystal statue.

WHEEL OF INFINITY

SPECIAL ABILITIES
Time travel

[illegible] FILMATION MOTU ANIMATED SERIES
The Wheel of Infinity was a hexagonal artifact which, when spun, would grow in size endlessly through time until it finally exploded. By speeding up the spinning process, He-Man caused the wheel to self-destruct.

[illegible] MOTU CLASSICS
The Classics comic expanded the Wheel of Infinity's capabilities, establishing that it enabled time travel. When Skeletor used the wheel to send Fang Man into the past in an unsuccessful bid to prevent Castle Grayskull's construction, the subsequent fate of the Wheel of Infinity was never revealed.

WHIRLPOOL RAY MACHINE

SPECIAL ABILITIES
Whirlpool generation

[illegible] FILMATION MOTU ANIMATED SERIES
Located in the underwater city of Aquatica, the Whirlpool Ray Machine could generate whirlpools on the surface of the ocean. Mer-Man used it to capture many unsuspecting ships.

WINDOW OF SPIRITS

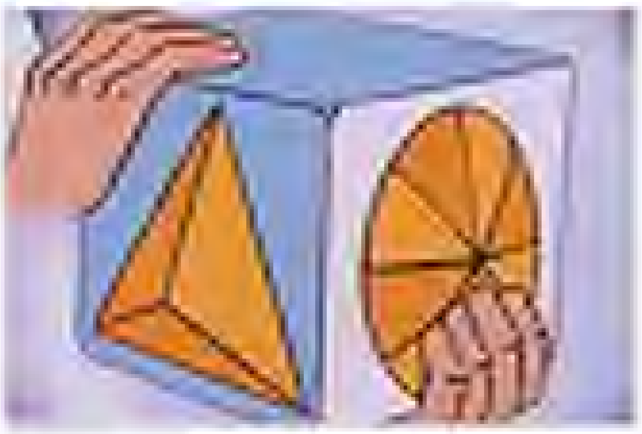
OTHER NAME(S)
Mystic Mirror

PRIMARY OWNER(S)
Sorceress

SPECIAL ABILITIES
Communication

[illegible] FILMATION MOTU ANIMATED SERIES
The Window of Spirits within Castle Grayskull allowed the Sorceress to communicate with many beings across the universe. She could converse with their images, which would appear in the window.

WITCH'S BOX



[illegible] FILMATION POP ANIMATED SERIES
The Witch's Box was a magical item watched over by the people of Brigit. Although it was never opened, the box was said to contain all of the witch's magical powers. The constantly glowing box had a different symbol on each of its sides.

WIZARD'S WAND

SPECIAL ABILITIES
Sorcery

[illegible] FILMATION POP ANIMATED SERIES
The Wizard's Wand was a unique magical artifact which could be wielded by anyone, even if they were not a mage. It could perform various feats of magic, including levitating or freezing objects, but its power was limited. The humming sound it made would gradually fade as the wand's ran out of power. The Etherian Rebel Bow came upon the wand and used it both successfully and carelessly.

WOLF STATUETTE

[illegible] FILMATION (NOTE: ANIMATED SERIES)

The Wolf Statuette, located in the Temple of the Wolf, was positioned atop the Ancients' Book of Spells. When the book was threatened, the Wolf Statuette would transform into a living wolf and chase down those who attempted to claim the book for themselves.

WOODEN PUPPET GUN

PRIMARY OWNER: Hordak

SPECIAL ABILITIES: Transforming people into wooden puppets

[illegible] UK (NOTE: COMIC MAGAZINE)

The Wooden Puppet Gun was created by Hordak using a sample of Orko's magic obtained by a Horde Trooper and altered by Horde science. Hordak used the gun on He-Man and Orko, transforming them into helpless wooden puppets who would obey his commands. Stratos, immune to the gun's effects due to being made of stone, managed to wrest the gun from Hordak's clutches, then he located the source of magic created by Orko that powered the gun and attempted it, cancelling out the gun's power and returning He-Man and Orko to normal.

WORLD CONVERTER

PRIMARY OWNER: Skeletor

SPECIAL ABILITIES: Opening a dimensional gateway to Anti-Eternia

[illegible] GERMAN (NOTE: AUDIO PLAY)

Skeletor's World Converter allowed him to open a dimensional gateway between Eternia and Anti-Eternia. When Anti-He-Man refused to work with him, Skeletor collaborated with Man-At-Arms to destroy the device, forcing all those who had come to Eternia from Anti-Eternia to return to their own dimension.

WORLD-SCANNER

PRIMARY OWNER: Skeletor

SPECIAL ABILITIES: Spying on other worlds

[illegible] UK (NOTE: COMIC MAGAZINE)

The World-Scanner allowed Skeletor to spy on other worlds in the search for new warriors to help him defeat He-Man. It was with this device that he found the Dynamo of Destruction on Robot World.

ZANTRON OIL

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Zantron Oil was a substance used for running the Velocitic Resonator on Primus.

ZARONITE

SPECIAL ABILITIES: Enemy detection

[illegible] UK POP COMIC MAGAZINE

The powerful Etherian mineral Zaronite was mined in the Darkling Mountains. The Evil Horde used it for a time, as it allowed them to detect the presence of an enemy from a distance of one hundred metres.

ZERO-ENERGY PROJECTOR

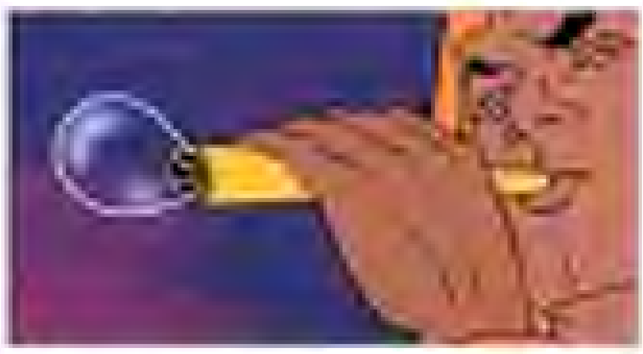
PRIMARY OWNER: Sea People

SPECIAL ABILITIES: Freezing

[illegible] LADYBIRD (NOTE: BOOK)

Zero-Energy Projectors were weapons wielded by Mer-Man's Sea People. They literally froze anything they were fired at and could turn water instantly into ice.

ZERO-G BUBBLE TUBE



[illegible] FILMATION (NOTE: ANIMATED SERIES)

This thin yellow tube located within He-Man's belt could, when blown, produce an oversized bubble that could trap anything or anyone. When trapped inside the Zero-G Bubble, all gravity within it was frozen, making it nearly impossible for the individual to break free.

ZIL TORNADO GENERATOR

SPECIAL ABILITIES: Tornado generation

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Zil Tornado Generator was a huge machine linked to a giant crystal. When activated, it generated enough power to create huge tornadoes in the atmosphere of Zil. These served as a planetary security device, keeping the Mutants away.

ZODIAN GENERATOR CRYSTAL

PRIMARY OWNER: Hordak

SPECIAL ABILITIES: Transformation of magic

[illegible] UK WORLD POP MAGAZINE

After stealing Madame Razz's magic with the Psychotronic Spectrometer, Hordak planned to transform it into a number of unpleasant things through the power of a mystical artifact known as the Zodian Generator Crystal.

CHAPTER 2

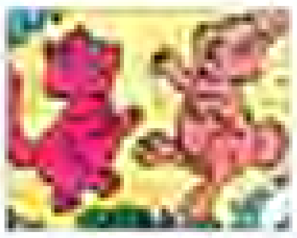
SPELLS & MAGIC

AERO-RAM

AFFILIATIONS
Evil Horde

1986 UK MOTU COMIC MAGAZINE
The Aero-Ram was a magical spell used by Shadow Weaver during her battle on Eternia with He-Man, who she did not realize was in the Orko in a magically altered form. The spell conjured out of thin air a ram head that careened toward her opponent, but Orko/He-Man managed to safely dodge it.

ANIMAL METAMORPHOSIS SPELL



1987 [illegible] MAGAZINE
Skeletor used sorcery to transform several Heroic Warriors into small animals.

BLIGHT OF THE BLACK WATERS

SPECIAL ABILITIES
Creating a gigantic flood

1987 [illegible] MOTU COMICS
Summoned by Skeletor from underneath Grayskull in order to kill He-Man and his friends, the Blight of the Black Waters flooded the seven Vaults of Power with large masses of water. Ultimately the spell backfired, as the floodwaters ended up washing the Demons of Evil out of the vaults.

BOW'S DECK OF CARDS

1985 FILMATION POP ANIMATED SERIES
Bow primarily used his deck of cards, which he stored within his cape, to perform magic tricks. While Bow's tricks were based on sleight of hand and not true magic, Castaspella once used the cards to create a magical bridge across a bottomless abyss.

CASTASPELLA'S MIRROR ENCHANTMENT

AFFILIATIONS
Mystacor

1985 POP MINICOMICS
To prevent Catra from stealing the Rebels' treasures, Castaspella placed a magical enchantment on a mirror so that when Catra looked into it, she saw herself as an aged and withered hag with pale greenish-gray hair. The sight sent her into a state of deep melancholy. To enchant the mirror, Castaspella said:

"I now use my power to hypnotize, to guard these gifts from evil eyes. Never pause! Soon Catra shall see just who she is and who she could be."

CHAINS OF EVIL

1987 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Chains of Evil was a magic spell that allowed Skeletor to bind He-Man and Teela with enchanted chains. The spell was one of many recorded in the Encyclopedia of Evil.

CLOAK OF DARKNESS

AFFILIATIONS
Evil Warriors

SPECIAL ABILITIES
Hiding everyone and everything from imminent danger

1986 UK MOTU COMIC MAGAZINE
When Skeletor cast a spell to draw a huge swarm of meteors toward Eternia, he also placed a Cloak of Darkness over them so that no one on Eternia could see them until it was too late. The Cosmic Enforcer Zodac warned the Sorceress of a great danger to Eternia from the vastness of space, but she could not detect the threat with her magic because of Skeletor's cloaking spell. Instead, she sent He-Man, Buzz-Off, and Roboto to the neighboring world of [illegible] to observe Eternia from a distance. No longer affected by the Cloak of Darkness spell, they discovered the meteor stream heading for Eternia.

CLOUD OF ENTROPY

1986 UK MOTU COMIC MAGAZINE
The Cloud of Entropy was a spell cast by the evil sorcerer [illegible] to curse the beautiful Queen [illegible] of [illegible] after she defeated him in a cosmic duel. The cloud caused her physical form to fade and turned her loyal subjects into living gems. The only way to lift the curse was for [illegible] to be reunited with her fiancé, [illegible], whom [illegible] had banished to the bottomless Nightworld. Queen [illegible] and her Gem-Men traveled the universe via transdimensional portals to find the Nightworld and lift the curse. When they passed through the world of [illegible], [illegible] it to be uninhabited, the presence of the cloud had a cooling effect on the planet's surface that made it completely uninhabitable for the Fire Sprites who lived there. When He-Man became aware of the Fire Sprites' predicament, he investigated the source of the cloud on [illegible] and eventually encountered Queen [illegible], who told him her story. With the Sorceress's help, He-Man rescued [illegible] from the Nightworld, and after the reunion, the curse of the Cloud of Entropy was lifted, [illegible] returned to the physical world, and her people returned to their human form.

CONCENTRATED SPRING

SPECIAL ABILITIES
[illegible]

1986 [illegible]

The Concentrated Spring was a magic spell contained in the eggs of the Spring creature, who used the eggs to spread the season of spring across different worlds throughout the universe. In keeping with the nature of spring, the magic spell could thaw anything, just as the season of spring always brought about a thaw from winter. When Skeletor used a Freeze Spell on the Royal Family, Spring used his eggs filled with Concentrated Spring to reverse the spell and set them free.

CURSE OF CRYSTAL MOUNTAIN

AFFILIATIONS
Snow Dwarfs

SPECIAL ABILITIES
Freezing victims

1985 LADYBIRD MOTU BOOKS

The Curse of Crystal Mountain was a spell that acted like a virus. Originating in the frozen lands of the Snow Dwarfs, it was harmless in freezing weather, but once it came into contact with warm weather, the virus was awakened. Without an antidote, any infected person would eventually suffer its freezing effects, which could turn flowing blood into ice and freeze the victim to death. When Queen Marlena was infected with the magical virus, He-Man travelled to Crystal Mountain to ask the Snow Dwarfs' ruling council for an antidote.

DARK CLOUD OF SLEEP

AFFILIATIONS
Evil Horde

SPECIAL ABILITIES
Inducing sleep

1985 [illegible]

The Dark Cloud of Sleep was a spell used by Shadow Weaver to envelop everybody in the kingdom of Bright Moon within a heavy cloud of dark dreams. She cast the spell to help Hordak and the Evil Horde easily conquer the kingdom, but Rebel spy Double Trouble thwarted Shadow Weaver's plan.

DARK CLOUDS OF DOOM

AFFILIATIONS
[illegible]

SPECIAL ABILITIES
Blinding people to injustice

1985 UK MOTU MAGAZINE

The Dark Clouds of Doom was an evil enchantment capable of enveloping all of Eternia and blinding every eye to injustice. Connected to the fearsome forces of the False Warriors, creators of blackness and blindness, the Dark Clouds of Doom were encased in an enchanted chest for twenty generations.

DEATH CLOUD

SPECIAL ABILITIES
Draining flying powers

1984 [illegible]

A long time ago, Skeletor created a large, deadly cloud to kill the Bird Men. By draining them of their flying powers, the cloud could cause the Bird Men to fall to their deaths. When a time traveling He-Man confronted the magical cloud, it formed itself into a skull faced, humanoid shape. He-Man managed to destroy the cloud with the powers of his sword. Although He-Man assumed that the cloud actually was Skeletor himself, its true nature remained unclear.

DEFENDERS OF ETERNIA STRIKE

AFFILIATIONS
Masters of the Universe

SPECIAL ABILITIES
Summoning Defenders of Eternia to battle

2016 MOTU CLASSICS

When Prince Dare as He-Man II returned to his own time after learning magic under the original He-Ro and Eldor, he used a summoning spell they had taught him: "Defenders of Eternia Strike!" The spell instantly teleported the new Masters of the Universe to the battlefield and surprised the Unnamed One, who was unprepared for the young warrior's new magical ability. The spell was the first of several cast during the [illegible] battle that heralded the Third Ultimate Battleground.

DEMON DUST

[illegible] FILMATION HE-MAN ANIMATED SERIES
Orko claimed that his Demon Dust was capable of conjuring up a fearful creature from beyond, but the spell using a small yellow pile of dust placed within a circle was ruined by the appearance of the sorceress Magrama. As Magrama was really Evil-Lyn in disguise, Orko's dust did instead banish a fearful creature.

DIMENSIONAL PORTAL

SPECIAL ABILITIES
Creating doorway between dimensions

[illegible] [illegible]
With the enchanted Elixir of [illegible], Skeletor cast a spell upon [illegible] Dimensional Portal to create a gate leading inside Castle Grayskull itself. Despite his hard work, Skeletor was unable to use the Dimensional Portal thanks to Man-At-Arms interfering with its operation. Although the enchanted portal was destroyed, the Sorceress had to reassemble it when the Masters of the Universe realised that Man-At-Arms had traded places with an evil duplicate of himself through the portal. Although the Masters were able to recover their own Man-At-Arms and return his double to the alternate dimension, they discovered a warning message that Hordak had discovered the spell, which could provide him with a means of returning to Eternia from his prison in Despondos.

DOOM CLOUD

AFFILIATIONS
[illegible]

SPECIAL ABILITIES
Drains energy

[illegible] FILMATION SHE-RA ANIMATED SERIES
Shadow Weaver's Doom Cloud was a unique green gas that surrounded its victims and drained them of all their strength. The Doom Cloud could drain both physical and magical strength.

DOPPELGÄNGER SPELL

AFFILIATIONS
Evil Horde

SPECIAL ABILITIES
Self-clone creation
Mind control

[illegible] HE-MAN MINICOMICS
Hordak was able to magically manipulate humans as seen directly by Mosquitor to create a living doppelgänger of another person. This doppelgänger obeyed Hordak's will and did only his bidding.

DREAM-DUST

AFFILIATIONS
[illegible]

[illegible] UK HE-MAN COMIC MAGAZINE
Dream-Dust was used by the Ancients, the mystical alien race who travelled throughout the universe bringing the magic of stories and fairy tales to different worlds. They spread their Dream-Dust across each planet they visited, allowing its people to tell happy tales. When the Ancients were running out of Dream Dust, they stopped on Eternia to absorb a tiny portion of Castle Grayskull's magic and recharge their Dream Dust.

EFFIGY CONFUSION

SPECIAL ABILITIES
Cloning

[illegible] [illegible] HE-MAN COMICS
The Effigy Confusion was a spell cast by [illegible] to protect the Heroic Defenders during their attack on Skeletor's ice castle. The spell created several magical duplicates of the heroes. Not knowing who was an effigy and who was not, the Demons of Evil [illegible] themselves to be outnumbered.

ELIXIR OF YOUTH

SPECIAL ABILITIES
Age regression

[illegible] UK HE-MAN COMIC MAGAZINE
The Elixir of Youth was a mysterious and legendary serum found within the waters of a magical lake. The serum had the power to cause anyone who consumed it to regain their youth. Hordak collected the potion from the lake where it was found and used it to power his new invention: the Chamber of Youth. Hordak intended to regress He-Man to the form of a child so that he could raise him as the Horde's ultimate warrior. However, He-Man instead turned back into Prince Adam while Hordak was not looking, and Adam was able to escape before the machine could make him any younger.

ENCHANTED TREE

1983 MATTEL MOTU BOOK AND RECORD SETS
In the depths of the Vine Jungle grew an Enchanted Tree with silver leaves. By picking a leaf and stroking it, one could be magically transported through a gate between Eternia and Etheria.

ETERNAL FLAME

1983 FILMATION MOTU ANIMATED SERIES
Located in the home of the Reptons, the Eternal Flame was a fire that burned throughout time. The resulting warmth magically kept the Reptons alive and well.

EVIL-LYN'S SLEEP GAS

AFFILIATIONS
Evil Warriors

SPECIAL ABILITIES
Inducing sleep

1983 FILMATION MOTU ANIMATED SERIES
Stored within an ornate box, Evil-Lyn's enchanted Sleep Gas was an eerie green mist that could put her victims to sleep. He-Man fought against the effects of the gas, but eventually he succumbed to its effects.

FLAMES OF FURTON

AFFILIATIONS
Evil Warriors

SPECIAL ABILITIES
Magic renewal

1986 UK MOTU COMIC MAGAZINES
To recuperate after his battles with He-Man, Skeletor would bathe in the Flames of Furton, which renewed his magical energy. After a few seconds, he would feel the dark force surge through his entire being, boosting his powers for the next fight.

FOG OF LOST TIME

SPECIAL ABILITIES
Trapping victims in time

1986 [illegible] FOR AUDIO PLAYS
Summoned by the [illegible], the Fog of Lost Time caused those within it to be trapped in a single time bubble, a few seconds ahead of the regular time stream. Those outside of it were unable to see or [illegible] for [illegible] the victims trapped inside. When [illegible] into the fog, it vanished and reappeared one kilometer away. The only way for the Princesses of Etheria to break the spell was by combining their powers and attacking the fog all at once.

FREEZE SPELL

1986 UK MOTU COMIC MAGAZINES
When Skeletor captured the Spring creature, who was visiting Eternia to bring the season of spring to the planet, he forced Spring to allow him to board his ship as he piloted it toward Eternia. Once at the Royal City, Skeletor emerged from the ship and cast a Freeze Spell, freezing all the members of the Royal Family. Spring sought help from He-Man, who dealt with the Evil Warriors while Spring used the [illegible] Spring magic in his eggs to thaw the ice around the Royal Family, breaking the Freeze Spell.

FREEZING FOG

1983 FILMATION MOTU ANIMATED SERIES
The Freezing Fog was a spell cast by Count Marzo from atop his castle, creating an impressively large mist which could overlay and freeze any victim within minutes.

FRIGHT FOG

AFFILIATIONS
Fog Spirit

SPECIAL ABILITIES
Energy-draining powers
Forming monsters out of fog

1984 [illegible] MOTU COMICS
To protect himself and the Valley of Power from evil intruders, the Fog Spirit summoned the terrible Fright Fog. The fog surrounded and attacked anyone who dared to enter the valley. It was able to weaken intruders and drain their energy. The Fright Fog could become nearly solid and often formed parts of itself into dangerous fog monsters.

FROSTA'S ICE MAGIC

AFFILIATIONS
Great Rebellion

SPECIAL ABILITIES
Shooting blasts of ice
Creating ice bridges on which to ride
Creating freezing temperatures
Controlling cold weather

[illegible] GOLDEN BOOKS BOOKS
Frosta possessed the power to control ice and freezing temperatures. In the Golden books, Frosta used her powers to create blasts of ice to use against her enemies. She also used them to manipulate the weather.

[illegible] FILMATION POP ANIMATED SERIES
Frosta's Ice Magic allowed her to freeze an enemy or create solid ice from the moisture in the air. She even used her powers as a mode of transportation, creating an ice path on which she could slide.

FUTURE VISIONS

SPECIAL ABILITIES
Making false prophecies

[illegible] UK POP-COMIC MAGAZINES
The Future Visions were part of a spell concocted by Evil-Lyn when she made her own attempt to conquer Etheria. After transporting Etheria itself to the timeless void of Negra Space, she conjured up the Future Visions to persuade She-Ra, Castaspella, and Catra that it was in their best interests if Etheria were to remain in Negra Space, where time would not pass. Splitting herself into three separate beings, Evil-Lyn showed each of her captives a Future Vision depicting what she claimed would happen to them if events on Etheria were allowed to take their natural course. All of these Future Visions were false, intended to fool Evil-Lyn's captives by convincing them that their circumstances would take a drastic turn for the worse if time on Etheria were to take its natural course. She-Ra and Castaspella were not fooled, and Castaspella used her magic to banish Evil-Lyn back to Eternia and restore Etheria to its natural position in time and space.

GLIMMER'S BLAST OF LIGHT

AFFILIATIONS
Great Rebellion

[illegible] GOLDEN BOOKS BOOKS
Glimmer of Bright Moon possessed magic powers over light. Glimmer's Blast of Light could cause great devastation if given too much strength. She used her power to defrost a frozen She-Ra and sliced through trees like an axe. Her powers were also said to be recharged by the Etherian sun.

[illegible] FILMATION POP ANIMATED SERIES
Glimmer projected blasts of light from her hands to temporarily blind or stun her enemies, a power she used to great effect against the Horde. She could seemingly give substance to light and was able to use it to hold an enemy in place, although she did not often use this ability.

GRANAMYR'S SECRET SPELL

[illegible] MOTU MINICOMICS
Granamyr's Secret Spell was the countermagic to Skeletor's cursed amulet that had turned Man-At-Arms to crystal. Granamyr gave the secret spell to He-Man only after the hero had passed the dragon's tests to judge his worthiness.

GIGGLEBERRY POLLEN

[illegible] FILMATION POP ANIMATED SERIES
Originating from the Giggleberry Bush, Giggleberry Pollen was a red substance that could cause fits of uncontrollable laughter when inhaled. Fortunately, the effects were only temporary and lasted just a short while.

HERO'S CALL

AFFILIATIONS
Masters of the Universe

SPECIAL ABILITIES
Summoning

[illegible] MOTU CLASSICS
The Hero's Call was a spell that could pull heroes from their prime to aid the caster of the spell in battle. The wizard Eldor kept the spell on Preternia and taught it to young Prince Dare after He-Ro brought him to the older sorcerer in the hopes of returning him to the future. Dare joined them on many adventures during the Great Wars, learning the ways of magic as well as the ways of a warrior, until he had satisfied the requirements of the Hero's Journey spell. Upon his return to the future, he engaged the evil Trollan sorcerer known as the Unnamed One in a battle of spells during the Third Ultimate Battleground, in which he cast the Hero's Call spell. Dare summoned the heroes King Grayskull, She-Ra, He-Ro, and his own father, He-Man, in their prime, to fight Skeletor, Hordak, King Hssss and Horrible, summoned by the Unnamed One's Villain's Call spell. After the battle, the summoned heroes and villains vanished.

HERO'S JOURNEY

AFFILIATIONS
Masters of the Universe

SPECIAL ABILITIES
Transportation

[illegible] MOTU CLASSICS
The Hero's Journey spell could bring a hero to the place and time in which he was most needed. The spell could only work on a true hero who had proven his courage, strength, wisdom and compassion. After Prince Dare as He-Ro II found himself trapped in the ancient Preternia, he learned of the spell from the wizard Eldor. As it was the only way he could return to the future, Dare had to earn the title of "hero" by embarking on many adventures and trials with the original He-Ro during the Great Wars. Eventually Dare proved himself and used the spell to return to his own time to fight the Unnamed One.

HERO'S RETURN

AFFILIATIONS
Masters of the Universe

SPECIAL ABILITIES
[illegible]

[illegible] MOTU CLASSICS
Hero's Return was a spell known to Eldor on Preternia that could magically conjure a hero through time to the place where they fought their greatest battle. A time-traveling He-Ro II saw the spell in Eldor's [illegible]. But the [illegible] wizard said it would not help Dare with his goal to return to the future.

HYPNO-GAS

AFFILIATIONS
Evil Warriors

SPECIAL ABILITIES
Placing the subject under mind control

[illegible] UK MOTU COMIC MAGAZINE
Hypno-Gas was devised by Evil-Lyn with the intention of enslaving Man-At-Arms. Skeletor placed the gas in one of Trap Jaw's arm attachments to use during a fight with Man-At-Arms. Upon falling victim to the gas, Man-At-Arms attacked He-Man. With his sword, He-Man cleared the Hypno-Gas from the air, freeing Man-At-Arms from its effects. Together they decided that Man-At-Arms would play along with the villains and allow them to think he was still under Skeletor's mind control, enabling him to work undercover and foil Skeletor's plan to create a new superweapon.

ICE-FEAR

AFFILIATIONS
Evil Horde

SPECIAL ABILITIES
Instilling fear and despair
Deepening the ferocity of winter weather

[illegible] UK MOTU COMIC MAGAZINE
The Ice-Fear was an evil spell devised by Hordak using a combination of magic and Horde Science. It spread a deep, intense fear across the hearts of all people, causing them to lose all hope and live in doubt and despair. It also deepened the intensity of the Eternian winter weather, causing a perpetual cold and harsh winter across Eternia. He-Man eventually determined that the only way to counteract the Ice-Fear's magic was to give the children of Eternia something good to believe in. With Man-At-Arms, He-Man spent a night visiting all the poor children's houses while they slept, leaving toys for the children and food and firewood for their parents. Upon awakening to a miracle, the children and parents believed the gifts had come from a spirit of goodwill, and their joy melted the ice and put an end to the Ice-Fear. To make sure the Ice-Fear never returned, He-Man and Man-At-Arms decided to do the same thing every year.

IMPRISONMENT SPELL

AFFILIATIONS
Evil Horde

SPECIAL ABILITIES
Creation of magical cages

[illegible] MATTEL MOTU BOOK AND RECORD SET
Hordak used the Imprisonment Spell to create mystical cages that trapped his foes.

INCANTATION OF HEART ENSLAVEMENT

[illegible] MINICOMIC

The jealous witch Cama once cast a spell to enslave Eron's heart. The incantation that [illegible] the spell was:

> **"Toil and trouble, gloom and sadness: Feel the power of my madness. As the legends have foretold, your beating heart shall now grow cold! Your happiness shall turn to hate—I seal forever your desperate fate!"**

INVOCATION OF ILLUSION

[illegible] MOTU MINICOMIC
[illegible] was able to cast a spell to create the perfect likeness of Marin, daughter of his prisoner Targil, who was fooled by the illusion.

JARVAN'S VIAL

[illegible] US/CANADA POTP ANIMATED SERIES
The villainous Jarvan used a drug stored in a seemingly magic sparkling vial to manipulate the young woman Bema.

JOY-DUST

SPECIAL ABILITIES
Spreading joy and goodwill in the winter season

[illegible] UK POTP COMIC MAGAZINES
Joy-Dust was a magical dust sprinkled across Etheria every winter by a small, magical race called the Joybringers. It brought about a glow of happiness and goodwill that lasted several days every winter and even showed up growing Yule trees.

LIGHT OF ZOR

SPECIAL ABILITIES
Control over Eternian children

[illegible] UK MOTU COMIC MAGAZINES
The Light of Zor was a magical flame contained deep within the Cave of Doom. Evil-Lyn managed to use the Light of Zor to control Eternian children, not only making them into Skeletor's slaves but also aging them to adulthood to act as his own army. He-Man and the Heroic Warriors journeyed to the Cave of Doom and located the Light of Zor, guarded by Evil-Lyn and several of Skeletor's henchmen. Stratos seized the Light of Zor from Evil-Lyn's grasp, thus breaking the spell and returning the children to normal.

MAGIC FLAME

[illegible] UK POP COMIC MAGAZINES
The Magic Flame belonged to the Magic Dragon of the Blue Mountains. Hordak and Shadow Weaver stole the Magic Flame, intending to use its mystical properties to power Hordak's new weapon. She-Ra helped the dragon recover its flame by transforming her Sword of Protection into a flame of its own. The dragon pretended to breathe the flame at Hordak and Shadow Weaver, tricking them into believing they had failed to steal it from him and revealing that they had hidden the real flame in a nearby treasure chest. While Hordak was distracted, She-Ra opened the treasure chest, and the real Magic Flame returned to the dragon.

MAGIC FOG

[illegible] ITALIAN FG MAGAZINES
Skeletor once unleashed a Magic Fog upon Eternia. The dense mist made it almost impossible to see, which enabled Skeletor to more easily attack the heroes. A blast of light from Teela's Scepter of Sorcery ultimately dissipated the Magic Fog.

MEMORY MANIPULATION SPELL

[illegible]

[illegible] DC MOTU COMICS
Skeletor used the Memory Manipulation Spell to wipe away all of the memories of the Royal Masters of the Universe and replaced them with new, mundane identities. The heroes gradually broke the spell and began to remember their true selves. Once Adam regained the Sword of Power, the spell dissolved. It was revealed that an evil, possessed Orko had cast the spell on Skeletor's behalf.

MIDGEMITE'S MAGIC MIRROR

[illegible] UK WORLD POTP ANNUALS
Midgemite's Magic Mirror was an enchanted looking glass salvaged by Hordak from Skeletor's Chest of Treasures. When Kowl was magically captured inside the mirror, She-Ra recruited a gemite to help her travel through the mirror's surface in order to rescue Kowl before he passed into another dimension and out of reach.

MIND PROBE SPELL

AFFILIATIONS
Evil Horde

SPECIAL ABILITIES
Mind reading

[illegible] UK POP COMIC MAGAZINES
Shadow Weaver's Mind Probe Spell enabled her to scan the mind of any person of her choice.

MIND-CLOUDING SPELL

SPECIAL ABILITIES
Inducing confusion and memory loss

[illegible] US MOTU COMIC MAGAZINES
When Skeletor took his henchmen to Eternia's prehistory to stop Castle Grayskull from being built, he got more than he bargained for when King Hiss followed him and teamed up with his past self. As Skeletor realized the past and future Hisses could easily outmatch him if they worked together, he quickly cast a Mind-Clouding Spell on them so they would forget ever meeting each other. At the same time, Skeletor mind-wiped himself and the present day King Hiss so that next time to prevent their meeting from happening again.

MIND-SPELL

SPECIAL ABILITIES
Forcing obedience

[illegible] US MOTU COMIC MAGAZINES
When Skeletor invaded the home of the scientist Jodda to steal his Growth Potion, he cast a Mind-Spell on Jodda, forcing him to reveal where he kept the Growth Potion.

MIST OF ENDLESS SLEEP

AFFILIATIONS
Evil Horde

[illegible] FILMATION POP ANIMATED SERIES
The Mist of Endless Sleep was a spell found in the Eldritch Book of Spells and cast by Shadow Weaver. The red mist it caused surrounded the Whispering Woods and made everyone within fall asleep. Due to the thickness of the mist, none of its victims could find their way out before succumbing to its effects.

MONSTERS OF THE MIND

[illegible] MOTU MINICOMICS
The Monsters of the Mind were spherical, goblin-like creatures conjured by the dragon Granamyr. The creatures were actually a magical effect and could only be destroyed by using the power of one's mind.

MYSTIC ASSAULT

[illegible] UK MOTU MINICOMICS
After draining and taking control of the supposed magical forces in all of Eternia, Skeletor launched a Mystic Assault against He-Man, in the form of a large demonic being and several ghostly forms composed of magical energy.

MYSTIC MANACLES SPELL

[illegible] MOTU MINICOMICS
Skeletor was able to cast a spell which created Mystic Manacles to bind his foes.

NECKLACE OF EVIL

AFFILIATIONS
Evil Warriors

SPECIAL ABILITIES
Inducing sleep

[illegible] UK WORLD MOTU ANNUALS
The Necklace of Evil was a beautiful ornament with a red jewel that mysteriously appeared in Teela's room. Believing it was a gift from He-Man, Teela put on the necklace, only to be cursed by a spell that put her into a deep sleep. Knowing that Skeletor was behind everything, He-Man and Man-At-Arms rushed to Castle Grayskull, where they engaged Skeletor, Evil-Lyn, and Beast Man in battle. Overpowered, Skeletor and Beast Man fled and abandoned Evil-Lyn, who inadvertently revealed that she had placed the sleeping curse upon the necklace. Forced by He-Man, Evil-Lyn removed the curse, allowing Teela to wake up.

NEGA-BOLT

AFFILIATIONS
Evil Warriors

SPECIAL ABILITIES
Causing intense pain

[illegible] UK MOTU COMIC MAGAZINES
Skeletor was able to fire Nega-Bolts from his Havoc Staff. They caused intense, searing pain that would temporarily disable his opponent.

NEGA-SERUM

[illegible] UK MOTU COMIC MAGAZINES
The Nega-Serum belonged to Targus the Terrible from the Demon Dimension. Skeletor and Evil-Lyn planned to combine the serum with their own magic, creating a potion that would strip He-Man's sword of all its powers. They brought Targus to Eternia and demanded he give them the Nega-Serum. However, as Targus was suffering from the Frightful Flu, the Nega-Serum had an unintended effect on He-Man's sword, causing it to materialize Demon Cold Germs out of thin air whenever he attempted to use it. Targus himself later helped He-Man reverse the spell and restore his sword to normal.

NOTE SPELL

[illegible] FILMATION MOTU ANIMATED SERIES
Orko's Note Spell could create a small levitating scroll of paper with a message inscribed upon it.

OXY-PILL

[illegible] UK MOTU COMIC MAGAZINES
Oxy-Pills were special pills used by the Heroic Warriors that enabled them to breathe in space or underwater.

POISON OF KANDAHAR

AFFILIATION:
[illegible]

[illegible] FILMATION POP ANIMATED SERIES
Created by Shadow Weaver from numerous ingredients, the Poison of Kandahar was a powerful black liquid used to destroy much of the Whispering Woods.

POTION OF A THOUSAND HERBS

[illegible] UK WORLD MOTU ANNUALS
When Orko fell seriously ill after being bitten by a poisonous insect, Teela learned that the Potion of a Thousand Herbs, famously created by the great herbalist Sigmar, was the only hope of saving him. He-Man and Man-At-Arms traveled to Sigmar's village in Baramla Valley to seek her help. Sigmar's Dove of Peace flew a vial of the potion to He-Man, who used it to cure Orko.

POTION OF MAN-E-FACES

[illegible] DC MOTU MINICOMICS
Skeletor once forced the actor Man-E-Faces to consume a noxious magic potion. After he drank the potion, Man-E-Faces underwent a terrible transformation and became an evil monster obedient to Skeletor.

POWER BALLS

[illegible] FILMATION MOTU ANIMATED SERIES
Skeletor's Power Balls were four evil globes compelled by the Lord of Destruction. They could levitate, move with great speed, and explode upon striking a target.

PRIMEVAL POTION

[illegible] FILMATION MOTU ANIMATED SERIES
The Primeval Potion was a pink liquid contained within a circular glass bottle. When poured into the Tar Swamp, it magically resurrected primeval creatures that had long ago sunk into the swamp.

SCALE OF VERACITY

[illegible] MOTU NEWSPAPER STRIPS
The Sorceress used the Scale of Veracity spell in order to determine whether someone was telling the truth or not.

SEA STORM CONJURATION

[illegible] POP MINICOMICS
By raising the Sword of Protection into the air and reciting a mystical incantation, She-Ra was able to conjure a powerful sea storm. The incantation went as follows:

"I'm tired of all this toil and trouble! I cast a spell . . . Sea foam and bubble! Swallow up these fearful beasts! Make of them a scrumptious feast! They'll make a tasty monster stew! I must be gone . . . There's much to do!"

SHADOW BLAST

[illegible] FILMATION POP ANIMATED SERIES
Shadow Weaver's Shadow Blast was a powerful force of gray mist that could defeat an opponent.

SHADOW CELL

[illegible] FILMATION POP ANIMATED SERIES
Shadow Weaver's Shadow Cell was a crystal powered spell that would surround her victim in an eerie, imitating, inescapable gray mist.

SHADOW COILS

[illegible] FILMATION POP ANIMATED SERIES

Shadow Weaver's Shadow Coils were a dark form of magic, honed to perfection by the Horde witch. Although the purple coils looked like smoke, they were impenetrable and could effortlessly bind a victim.

[illegible] UK POP COMIC MAGAZINES
Shadow Weaver used the snake-like Shadow Coils to entangle and capture her enemies. She unleashed the coils when She-Ra rescued the imprisoned Prince Of Pride from Hordak's clutches, but Flicker sent them hurtling back at Shadow Weaver with his own magic, trapping her with her own spell.

SHADOW SPELL

[illegible] [illegible] MOTU COMIC
Disguising himself as the Shadow Jester, Fronick invoked the Shadow Spell by playing a magical flute. The spell had the power to take away the shadows of everyone who heard the flute's music.

SHADOW WEAVER'S CRYSTAL BALL

AFFILIATION:
Evil Horde

SPECIAL ABILITIES:
Clairvoyance

[illegible] UK WORLD POP ANNUALS
Shadow Weaver's crystal ball was a solid transparent sphere with which she could project images of the past, present, and possible future.

SHADOW WEAVER'S MAGIC DUST

AFFILIATIONS
Evil Horde

SPECIAL ABILITIES
Transformation

1985 SR WORLD POP ANNUALS
Shadow Weaver's Magic Dust was a magical material that transformed her enemies into harmless animals or creatures, allowing them to be easily captured or defeated.

SHADOW WEAVER'S SPIRIT SERPENTS

1986 SR WORLD POP ANNUALS
Shadow Weaver's Spirit Serpents was a spell of dark magic that unleashed a ghostly spirit that was part wraith, part shadow, and part serpent. The spirit slithered through the sky as it sought out its victims. The invisible spirit would make its home inside a victim's heart, coiling itself tightly around the individual's spirit and causing severe illness.

Shadow Weaver cast the Spirit Serpents on Queen Angella while she slept in Castle Bright Moon. The only cure that could draw out the demonic serpent spell was a potion concocted by Madame Razz. Once the spirit was expelled from Angella's body, Madame Razz used her magic to send it back to Shadow Weaver.

SHE-RA'S HEALING MAGIC

1985 GOLDEN POP BOOKS
In the Golden books, She-Ra's healing powers clearly originated from the Sword of Protection. Channeling the magic from the sword, She-Ra healed wounds and ailments in anything alive and used her power to heal Etheria's life.

1985 SHE-RA POP ANIMATED SERIES
During the battle to free Bright Moon from the Horde, Swift Wind was hit by a Horde energy beam and knocked out of the sky. Distraught over the plight of her injured steed and friend, She-Ra discovered that she had magic healing powers that restored Swift Wind's health. She would go on to use the ability throughout the animated series.

SHRINK SERUM

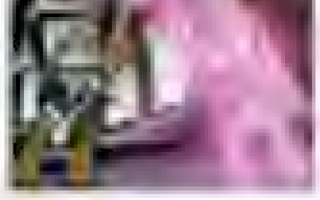
1986 UK POP COMIC MAGAZINES
The Shrink Serum, an invention of Jodder, one of Eternia's greatest scientists, could make any person or animal sufficiently small. The Evil Warrior Beast Man stole the serum just as Jodder had finished creating it and gave it to his master Skeletor. The evil Lord of Destruction used the serum to shrink He-Man to a tiny size and imprison him in an hourglass, intending for He-Man to witness the downfall of Eternia before being buried alive by the sand. Skeletor had not realized that the effects of the serum were temporary and was taken by surprise when He-Man suddenly returned to his normal size, crashing through the hourglass and disposing of the serum.

On a later occasion, when Hordak attacked Eternia with an army of giant insects, Jodder duplicated the shrink serum so the Heroic Warriors could restore the insects' original size.

SKARLO'S BOOK OF SPELLS

1986 UK WORLD POP ANNUALS
Skarlo's Book of Spells was one of the three objects found in Skarlo's Chest of Treasures. Shadow Weaver found the book fascinating, as it contained many new spells, as well as a genie that She-Ra used to help her save Kowl.

SKELETOR'S DOUBLE SPELL



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Skeletor described his Double Spell as an "ace in the hole" because it allowed him to summon a double of himself. The double mimicked his exact movements and powers.

SKELETOR'S LOCATOR SPELL

AFFILIATIONS
Evil Warriors

2002 MOTU CLASSICS
The Locator Spell was used by Skeletor to find the most evil warriors in the Five Dimensions. Skeletor recruited the evil Scare Glow from Subternia after locating him with the spell.

SKELETOR'S VIRUS SPELL

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Skeletor used his Virus Spell to drain the life force from Primus' teenager Caz. It was said to be incurable by any means of Primus technology or medicine.

SLEEPING DRUG

AFFILIATIONS
Evil Horde

SPECIAL ABILITIES
Inducing sleep

1986 UK POP COMIC MAGAZINES
The Sleeping Drug was a potion made by Hordak and used on a sleeping Adora so that she would remain asleep for a whole day. Hordak and his men not only drugged her but also abducted her and sent her adrift at sea in a small boat. Hordak's intention was that Adora's friends would be so busy looking for her that he would be able to wreak havoc all over Etheria without the Rebels' meddling.

Fortunately, Kowl witnessed the abduction and followed Adora with her Sword of Protection, leaving it in the boat so that she would be able to transform to She-Ra when she awoke.

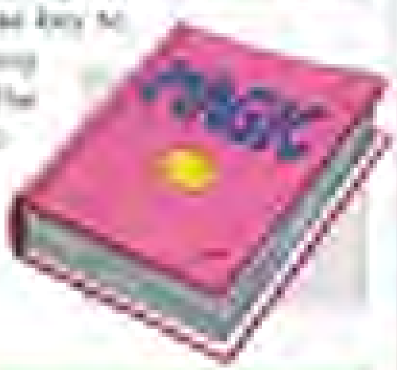
SLEEPING SHADOW

[illegible] FILMATION POP ANIMATED SERIES
Shadow Weaver's Sleeping Shadow was a spell that would surround its victim in a cloud, instantly sending them into a sleep from which they would never wake up.

SORCERESS'S BOOK OF MAGIC

AFFILIATIONS
Heroic [illegible]

[illegible] FILMATION MOTU ANIMATED SERIES
Residing deep within Castle Grayskull, the Sorceress's Book of Magic [illegible] great knowledge and was key to understanding many aspects of Eternia. The Sorceress would occasionally consult the book in order to locate a particular spell.



SORCERESS'S MAGIC CLOUD

AFFILIATIONS
Guardians of Castle Grayskull

[illegible] [illegible] MOTU BOOKS
The Sorceress's Magic Cloud was an enchanted cloud [illegible] to view images of the present time in any location. The Sorceress used this magic to show He-Man that the impostor Lady [illegible] was using a magic harp to bewitch all in the Palace of Eternia's Banquet Hall while Man-At-Arms kept the real Lady [illegible] imprisoned in the Crystal Globe.

SPELL OF CLONING

OTHER NAMES
Spell of [illegible]

[illegible] DC MOTU MINICOMICS
By tapping into the powers of [illegible], the [illegible] of [illegible] forced the Goddess into his clutches. He then [illegible] the Goddess's [illegible] power and combined it with his own to create [illegible], her [illegible].

SPELL OF CONTROL

[illegible] FILMATION POP ANIMATED SERIES
Shadow Weaver's Spell of Control was by far one of her most powerful enchantments. She used it to control [illegible] mind throughout much of her upbringing, forcing her to serve the Horde. Shadow Weaver would later use the same spell to control the mind of [illegible]. The spell could be broken either by another spell or by the willpower of the victim.

[illegible] DC MOTU COMICS
Similarly, in the DC comics, the character of [illegible] served the Horde as the masked [illegible], who again was enchanted by Shadow Weaver to forget questions about the Horde's [illegible] and suppress instances of independent thought.

SPELL OF EMPOWERMENT

[illegible] MOTU MINICOMICS
The Sorceress's Spell of Empowerment could endow a hero of her choosing with increased physical power and battle prowess.

SPELL OF ILLUSION

AFFILIATIONS
Evil Horde

SPECIAL ABILITIES
[illegible]

[illegible] UK POP COMIC MAGAZINES
The Spell of Illusion was a spell that Shadow Weaver [illegible] in a bid to fool the Great Rebellion. The spell caused [illegible] to take on the appearance of She-Ra herself. In this guise, [illegible] [illegible] through the Etherian woods causing mischief by insulting every Rebel she encountered, slowly turning them against She-Ra and then, [illegible] against one another.

SPELL OF IN-VISA'LITY

AFFILIATIONS
Great Rebellion

SPECIAL ABILITIES
Invisibility

[illegible] UK POP COMIC MAGAZINES
The Spell of In-Visa'Lity was cast by Madame Razz in an attempt to impress her friends by making herself invisible. Unfortunately, she had [illegible] to account one particular side effect of the spell—it would also make her blind. The only way to reverse the spell was for someone else to speak an incantation while moving their hands between Madame Razz's hands in a particular pattern. However, as Madame Razz was invisible, she had no way of showing her friends the pattern in which they would need to move their hands. She-Ra solved the problem by throwing Madame Razz into a pond, which caused the water that outlined her body to form a visible outline of her shape. This enabled Madame Razz to show She-Ra the necessary hand pattern, thus allowing her to restore Madame Razz's visibility and sight.

SPELLS & MAGIC

SPELL OF LIGHT

OTHER NAMES
Dimensional Gateway Spell

AFFILIATIONS
Evil Warriors

SPECIAL ABILITIES
Summoning

1983 MOTU MINICOMICS
Skeletor used the Dimensional Gateway Spell to open a gateway between dimensions in order to recruit interdimensional villains such as Trap Jaw, Beast Man, and Merman.

2008 MOTU CLASSICS
In the Classics canon, Skeletor used the Spell of Light to find and recruit new Evil Warriors. Skeletor cast the spell before the Second Ultimate Battleground and increased his fighting force with warriors including Blade, Ninjor, and Blast-Attak. He also used a summoning spell to find Evil Warriors throughout the Five Dimensions such as Scare Glow from Infinita, but it was not revealed if that was the same as the Spell of Light or a completely different spell.

SPELL OF OMNIPRESENCE

AFFILIATIONS
Evil Horde

1985 UK [illegible] MAGAZINE
The Spell of Omnipresence was cast by Shadow Weaver to enable Hordak to transfer his consciousness into a Spy Screen he had mounted in the Etherian sky, allowing him to spy on any location on Etheria. Castaspella was familiar with the spell and worked out a possible way for the Rebels to defeat it. As the spell was irreversible, Castaspella put an end to it by using her own magic to increase its power rather than reduce it. Consequently, Hordak was too much aware of all at once and his confusion allowed She-Ra to destroy the screen and break the spell.

SPELL OF RESURRECTION

AFFILIATIONS
Evil Warriors

SPECIAL ABILITIES
Giving life to the dead

1985 MOTU MINICOMICS
Skeletor [illegible] dark, forbidden magic to resurrect the skeleton of a long-dead Eternian creature and place it under his control. Dubbed "Battle Bones," the creature was later released from Skeletor's thrall by the Sorceress of Castle Grayskull.

SPELL OF SEPARATION

AFFILIATIONS
Evil Horde
Masters of the Universe
Unnamed One

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The Spell of Separation was invoked by Hordak in Eternia's ancient past to cover half of the planet in darkness with the hope that the denizens of the new Dark Hemisphere would one day conquer the free kingdoms of the Light Hemisphere. The spell required three artifacts to be created by Hordak's Wraiths and then joined to form the Triad of Oblivion at the Well of Darkness. However, the spell proved to be too powerful and threatened to destroy the planet. Concerned for his own threatened existence, Hordak commanded the spell be stopped and the Triad's indestructible components scattered and hidden across Eternia. Many years later Tuvar and Baddrah, searching for a cure for the spell that had fused them into one being, sought the components in order to recast the spell, unaware of the threat it posed to all of Eternia. The Sorceress asked He-Man to intervene, but once the spell was begun again, it could only be stopped by splitting the components of the Triad and returning them to their hiding places: deep in the ocean, on a pillar in Subternia, and in the ruins of a pyramid in the Vine Jungle.

2008 MOTU CLASSICS
In the Classics canon, the Spell of Separation was a powerful incantation that it was capable of affecting objects and people on both mystical and physical levels. The spell was written on the Tablet of Separation and in the possession of Hordak, who first used it to break apart Eternia in order to obtain the Diamond contained at the planet's core. Hordak failed in his goal, but as in the 2002 canon it created the planet's Light and Dark Hemispheres, submerging huge portions of the supercontinent Pretemia beneath the oceans and forcing the giant Rocnorius to hold the planet together from within. Hordak had used the tablet and an artifact called the Triad, both of which were kept in Castle Grayskull after Hordak's defeat.

Thousands of years later, the Unnamed One would destroy Castle Grayskull and, after salvaging the tablet from its ruins, again use the spell to pull Eternia apart in order to obtain the Diamond. To save the planet, an alliance of Eternians and the cosmic being Tug O'War joined forces and prevented Eternia's destruction. Unfortunately, the Unnamed One succeeded in obtaining the Diamond, which forced the giant Rocnorius to rise to the surface and participate in the Third Ultimate Battleground.

The Spell of Separation was also key in the destruction of the Snake Men. During the First Ultimate Battleground, a time-traveling He-Man overheard Hordak boast that the spell could destroy King Hiss. He-Man then returned to his own time and asked his Trollan ally Orko, who the sorceress [illegible] assured was the only being on Eternia who could cast the spell, to direct the magic against the Snake Men during the Second Ultimate Battleground. The spell appeared to divide the magically fused DNA combined by the Unnamed One, another Trollan, to create the Snake Men in the first place.

Although the Sorceress did not explain why only Orko could cast the Spell of Separation to defeat the Snake Men, it may have been because both he and the Snake Men's creator were Trollans. Neither the Unnamed One nor Orko appeared to need the Triad when they each cast the Spell of Separation, which may also have been because both were from Trolla and related to the Overlords of the Timeless Dimension.

SPELLS & MAGIC

SPELL OF TRANSFORMATION

[illegible] POP MINICOMICS
She-Ra sometimes displayed magical abilities without the use of her sword. For example, she once transformed the Dragomas into a butterfly with a snap of her fingers.

SPELL TO RAISE OR SINK THE ETERNIA TOWERS

[illegible] MOTU MINICOMICS
Even in the past, the Ancients cast a powerful spell to sink the Three Towers of Eternia deep into the earth. Skeletor and King Hiss joined their magic to raise the mysterious towers in present-day Eternia.

SPIN MAGIC

[illegible] FILMATION MOTU ANIMATED SERIES
Queen Elmora had the ability to cast a unique spell known as Spin Magic, allowing her to bind a person in Photanium chains spun out of thin air. After she cast the spell, her target would be surrounded by a small tornado which left the target trapped in the magic chains. Only He-Man was able to break Elmora's magic chains, the memory of which would later help him to see through Skeletor's trickery.

TRANNA'S LIFE FORCE

[illegible] FILMATION MOTU ANIMATED SERIES
Having cut down the forests and spoiled the rivers of the planet Tranna, Plundor used his abilities to turn Tranna's Life Force into a green liquid he stored in containers. He intended to sell the liquid for tremendous profit.

TROLLAN HAT SWITCH

[illegible] FILMATION MOTU ANIMATED SERIES
The Trollan Hat Switch was one of Orko's specialty tricks. He would swap hats with an individual in the blink of an eye, without anyone being aware of it.

TROLLAN SOUL-CATCHER SPELL

[illegible] MOTU CLASSICS
The Trollan Soul-Catcher Spell was a magical spell that could trap escaped souls in a jewel-shaped force field. Orko used the spell to trap the evil spirit of Horde Prime that had infected She-Ra's armor and transformed her into the warrior queen Despara.

TWIGGET POTION OF INVISIBILITY

AFFILIATIONS: Twiggets

SPECIAL ABILITIES: Invisibility

[illegible] UK MOTU BOOK ANNUAL
A concoction of the peaceful Twiggets, the Potion of Invisibility was usually given as a gift on special occasions and allowed its user to become invisible. The Twiggets mixed a batch of the brew to give to Sprocket and Spool as a wedding gift. Acting on Hordak's orders, Catra and her Cat Women stole the potion and used it to become invisible so that they could ambush She-Ra. To counteract the invisibility, Perfuma used a blue flower poultice to cover Catra and her warriors and make them visible, allowing She-Ra and the Great Rebellion to defeat them.

SPELLS & MAGIC

UNDERWATER BREATHING POTION

[illegible] DC [illegible] COMICS
Created by the wizard Tamak, this potion allowed an individual to breathe water as if it were air for one full hour. When the effects of the potion wore off, the user would slowly begin to drown.

UNIVERSAL PULSE

[illegible] [illegible] COMIC MAGAZINES
The Universal Pulse controlled the flow of magical power throughout the universe. Sources of magic would come and go from different locations in the universe with the Universal Pulse. As Orko was an expert magician, he had a strong knowledge of the workings of the Universal Pulse and would regularly scan the [illegible] of Magic for new sources of magic power.

UNREPEATABLE SPELL

AFFILIATION
Masters of the Universe

SPECIAL ABILITIES
Giving life to the [illegible] of Castle Grayskull

2008 [illegible] CLASSICS
The Unrepeatable Spell was magic used by the Sorceress and He-Man during the Second Ultimate Battleground to create Castle Grayskullman, the living embodiment of the castle, who rose up from its hidden Chamber of Defense to protect it from its attackers. As the name implied, the spell could be cast only once, making Castle Grayskullman one of a kind, although he lived beyond the Second Ultimate Battleground and fought again in the Third Ultimate Battleground [illegible] years later.

VILLAIN'S CALL

AFFILIATION
Evil Warriors

SPECIAL ABILITIES
Summoning

[illegible] [illegible] CLASSICS
The Villain's Call was a spell used by the Unnamed One against Dare (He-Ro II) during the Third Ultimate Battleground. The spell appeared to act similarly to the Hero's Call, which Dare had learned about from [illegible] in the past. Just as the Hero's Call summoned heroes from their prison to help the spell caster in battle, the Villain's Call summoned evildoers. The Unnamed One used this spell to summon Skeletor, Hordak, Horde Prime, and King Hiss, even though all were dead by the time of the battle. Dare answered the spell by calling He-Man, She-Ra, He-Ro, and King Grayskull to fight them. After the Unnamed One's death, the villains and heroes summoned by the spells all vanished.

VINE OF ENSLAVEMENT

[illegible] [illegible] ADVENTURES OF HE-MAN ANIMATED SERIES
The Vine of Enslavement was a spell from the Encyclopedia of Evil Skeletor used to [illegible] Gwi.

VOICE BUBBLE SPELL

[illegible] FILMATION [illegible] ANIMATED SERIES
Shadow Weaver's Voice Bubble Spell enabled her to lay claim to the voices of the Rebels by transforming them into bubbles. With the spell cast, an individual could move their mouth, but no sound would come out. The bubbles could be gently held, and the captured voice of the individual could be heard ever so slightly. In order to break the spell one had to merely pop the bubble.

VOICE-GIVING SPELL

[illegible] [illegible] MINICOMICS
After the ancient Battle Bones helped the Heroic Warriors battle Skeletor, the Sorceress used her magic to endow the skeletal beast with a voice, enabling him to share his tragic story.

WHEEL OF FIRE

[illegible] FILMATION [illegible] ANIMATED SERIES
The Wheel of Fire was a powerful magic that gave the wizard Morgoth the ability to appear in the skies over Eternia. Large fireballs swirled around Morgoth as he emerged, while his magic gem stabilized the Wheel of Fire's portal.

WITCHCRAFT

[illegible] [illegible] WORLD [illegible] [illegible]
Witchcraft was the practice of magic, especially black magic. It mostly included the use of spells and the invocation of evil spirits.

WONDERLAND SPELL

[illegible] [illegible] [illegible] STORY
Skeletor once cast a spell that sent He-Man into the pages of Alice's Adventures in Wonderland, a book Adam's mother, Queen Marlena, brought to Eternia from Earth. Skeletor then projected himself into the book in the form of the Cheshire Cat. There, he taunted He-Man as the hero encountered various characters from Lewis Carroll's story.

CHAPTER 3

LOCATIONS

AARBORIA

1986 MARVEL STAR MOTU COMIC
In the Marvel Star comics, Aarboria was a planet once dominated by the oppressive Horde regime. The Aarborians were able to oust the Horde and drive them from the planet, winning their freedom. In the present-day story line, Prince Bar'el was a leader among the people of Aarboria.

When He-Man and Hordak were thrown through the Star Gate and landed on Aarboria, they lost their memories. After recognizing Hordak as a member of the Horde, Prince Bar'el forced Hordak into the arena for a trial by combat.

[illegible]

ABRA

1983 FILMATION MOTU ANIMATED SERIES
In the Filmation cartoon, the city of Abra was home to David, Duke of Abra. Abra was allied with King Randor, and its people were keepers of the Ring of Remembrance.

David's uncle, Count Marzo, stole the enchanted ring, robbed David of his memory, and turned him back into an eight-year-old boy.

ABYSS

1983 FILMATION MOTU ANIMATED SERIES
Surrounding Castle Grayskull was a bottomless pit known as the Abyss. In reality, the Abyss went to the center of the planet, but according to legend, anyone who fell in would fall forever. The Abyss had strong updrafts and dangerous cliff faces that were home to large spiders.

Immense energy came from the Abyss when Adam transformed into He-Man, suggesting that the Abyss may have been the source of Castle Grayskull's power.

ABYSS OF SALISTICAR

1985 FILMATION POP ANIMATED SERIES
Shadow Weaver cast an evil spell which opened a crack in the floor and revealed the Abyss of Salisticar, a gateway into the Sixth Dimension.

ACADEMICA

1986 UK MOTU COMIC MAGAZINE
Academica was the home world of Hordak, on which he taught students assigned to him by Horde Prime, the villainous leader of the Horde Empire. It was here that Skeletor first met Hordak after he was selected by Horde Prime as an ideal student for him. Under Hordak's tuition, Skeletor conquered not only Academica, but the planet's entire solar system. This angered Hordak, as he had intended to rule the solar system himself, and this escalated the mounting tension between Hordak and Skeletor.

AERO-VEGAS

1987 [illegible] MAGAZINE
Aero-Vegas was an enormous, and dangerous, space casino, arcade, and gaming facility located in the Tizas System. It featured such games as Mega Pinball, a gargantuan pinball machine. The flying complex was built to circumvent Primus's laws which forbade gambling on the planet's surface. Skeletor once attempted to use Aero-Vegas as a trap in a bid to destroy He-Man.

AIR-SCHOOL

1986 UK MOTU COMIC MAGAZINE
Skeletor's Air School was a training school where he trained the savage flying beasts known as Grangers to serve his evil needs. The school was located atop a high cliff. His plan was to wait until they were powerful enough and then send the army of Grangers to attack Eternos City. When He-Man and the Sorceress found out about the Air School, they fought and overpowered the Grangers and destroyed the school.

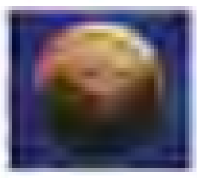
ABANDONED CASTLE

1983 FILMATION MOTU ANIMATED SERIES
Not far from the Royal Palace was an old, abandoned castle where Cringer and Orko went for a picnic. Once there, they realized it was home to an oversized burrowing creature named Mudi.

ABANDONED MINING TOWN

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The small abandoned mining town on Denebria was the site of a battle between Galactic Guardians and the Mutants.

ALCONIA-GEPPLEONIA 01



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Alconia-Geppleonia 01 was the name given to a brand-new moon that formed in the Tri-Solar Galaxy. It was discovered by Alcon and Gepple, who, unable to decide which one of them the moon should be named after, agreed to combine both of their names into one.

LOCATIONS

ALIEN WORLD

[illegible] FILMATION POP ANIMATED SERIES
In an episode of Princess of Power, Modulok's Gate Maker went out of control. This caused the Horde Flyer, which had assembled to invade Etheria, to be sucked into a portal that led to an unknown alien world somewhere in the galaxy. The strange world had dark skies and black swamps and was populated by pink creatures with round heads, red hair, no arms and two legs.

ALITY

[illegible] MOTU CLASSICS
Ality was a small, Earth-like planet located in space and controlled by the Horde Empire. Ality was part of the Eternian Dimension.

ALLWYN

[illegible] FILMATION POP ANIMATED SERIES
Allwyn, much like any other Etherian village, had a loyal but perhaps under Horde rule. Norwyn the magician and his student, Amira, often ate food at the inn.

ALPHA-3

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Alpha-3 was a planet which came under attack from the Renegades of the Galaxy.

ALPHABASE 3

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Alphabase 3 was a scientific facility that was visited by the Scientists of Primus.

ALTAR OF SCHNEIDOR

[illegible] DC COLLECTORS MOTU COMICS
The Altar of Schneidor could be found at a remote temple built by an ancient race that mastered interdimensional magic. The altar had two spots upon which to place the Radiaseen Stones, which could activate the altar's portal between them. Upon discovering it, Skeletor described the altar as having been used to store one of the greatest treasures in the realm. When both Radiaseen Stones were used to open the portal, one could gain access to the Rise of Schneidor.

ALTHRA PORT

[illegible] DC MOTU COMICS
Controlled by the Horde on Etheria, Althra Port was the closest location to the forbidden island of Amorit Cai. When He-Man and Adora slipped quietly into the port to steal a boat, they instead freed the prisoners and animals being held to fuel the Fright Zone.

While they did not steal the boat as they had originally intended, Adora bonded with a flying unicorn, whom she named Swift Wind. The unicorn saved them from a threat spawned by the Fright Zone at the port and flew them to Amorit Cai.

AMAZONIA

[illegible] UK MOTU COMIC MAGAZINES
Amazonia was a distant planet. It was home to Andromia the sorceress, an old friend of Zoar's.

AMBER FORTRESS

[illegible] FILMATION MOTU ANIMATED SERIES
The Amber Fortress was magically created by Stinkor and Two Bad using amber "seeds" sown into the ground and grown using a magic amulet, the Amber Crystal. The impenetrable fortress resembled an amber mountain peeking out of the ground and could fire energy bolts from its peak at intruders.

ANYKRON

[illegible] GERMAN EHAPA MOTU COMICS
The planet Anykron was worshipped by the Eternians, as they believed it to be the origin of their solar system. To honor Anykron, Eternia celebrated the annual Day of the Good Planet. The festivities wouldn't start until a sacrifice was brought to Anykron and the cannon returned to Eternia unharmed.

ANCIENT FORT

[illegible] UK POP COMIC MAGAZINES
The Ancient Fort, located in the Crimson Waste, was used by the Horde. The fort was all that remained of a once great city that was swallowed by the desert sands centuries ago. The site was said to be haunted. It was guarded by elemental Sand Devils in the service of Hordak. She-Ra and the Crimson Pup were taken by the Sand Devils and imprisoned within the fortress, bound by electro-shackles. Fortunately, their pals Swift Wind and Talon came to their rescue, and once freed, the two heroes defeated the Horde's fear-bogies and overpowered the Hordesmen within the fort. The fort was now free of the Horde, and She-Ra set it up as a rest station with food and water for desert travellers.

ANCIENT OBSERVATORY

[illegible] MOTU CLASSICS
The Ancient Observatory was located under the main dome of Castle Grayskull on the planet Eternia. The observatory was located in the castle's Main Library and contained the Spherical Astrolabe and the Energy Anvil.

After King He-Man's coronation, his son Prince Dare was finding himself Chosen in a secret compartment in the observatory and library when he saw his father place the Sword of He in the Energy Anvil. Dare would later remember to find the sword there when the evil Dragoons attacked Eternia and threatened his father's life.

ANCIENT RUINS

[illegible] FILMATION MOTU ANIMATED SERIES
Located in the Sands of Time, the Ancient Ruins were home to many undiscovered treasures. Aside from buildings that had been aged by the surrounding sands, there were also enormous statues. One of the buildings housed the Zarkons, thousand-year-old robots designed to protect the sacred treasures of the Ancients.

ANDREENOS

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The honeycombed city of Andreenos was the home of Buzz-Off and his race of Bee People, the Andreenids, deep in the Mystic Mountains. The city was defended by swarms of Andreenid warriors armed with staves of poleaxes, barbed metal spears, and a network of sensor antennae allowing them to detect incoming attacks. A giant flying war machine was also used to ward off enemy incursions. The Andreenids grew the miracle food Ambrosia within their hive-like realm, harvesting and protecting it to preserve their way of life.

It was nearly broken out between Andreenos and Avion when Skeletor tricked Buzz-Off into believing that Stratos and the Avionians planned to capture the city.

[illegible] MOTU CLASSICS
Andreenos played a similar role in the Classics canon. Located in the Mystic Mountains of Eternia, close to Avion, Andreenos was the city of the Andreenid Bee People. Andreenos did not want to join King Randor's alliance, until Skeletor launched a sky war that convinced Andreenos's leader Buzz-Off to side against the Lord of Destruction.

ANDRILL

[illegible] UK MOTU COMIC MAGAZINE
Andrill was a planet with metal-eating gases in its atmosphere. Its inhabitants, the Andrillians, were forced to use unusually materials for construction and had managed to create powerful weapons and spacecraft without using any metals. Hordak planned to conquer Andrill and collect the metal-eating gas, which he would release into Eternia's atmosphere to destroy all the technology and resources of the Heroic Warriors and leave them helpless against him.

ANDROID FACTORY

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Android Factory was located on Denebria. It was used by Skeletor to manufacture his Android army.

ANIMAL SANCTUARY

[illegible] FILMATION MOTU ANIMATED SERIES
Dr. Shemmy and his son Bikki supervised the Animal Sanctuary on Eternia. The sanctuary offered shelter to a variety of exotic creatures, including the Bigfoot[illegible].

ANTAR

[illegible] [illegible] EDITORA ABRIL MOTU COMIC
Antar, the fifth sun, was the home world of Strous. Strous's planet had been destroyed by a great sun many centuries earlier.

ANTARES

[illegible] FILMATION MOTU ANIMATED SERIES
Located some six hundred million streams from Etheria, Antares was home to Prince Jol. Antares' inhabitants all had personal Robo-Friends, or robotic servants, and did very little for themselves.

ANTI-ETERNIA

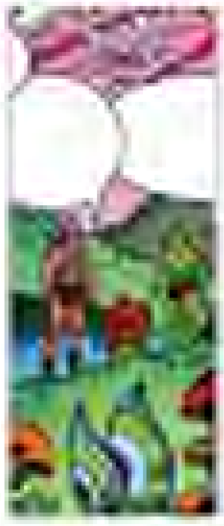
[illegible] GERMAN MOTU AUDIO PLAYS
Anti-Eternia was the evil counterpart to Eternia located within the Universe of Darkness and populated with the cosmically inverted imaginable. Anti-Eternia was ruled by the evil Anti-He-Man. When Skeletor built the World Converter, he opened a portal to Anti-Eternia that enabled the monsters to wreak havoc on Eternia. Anti-Eternia was said to be the planet of horror and was described by the Sorceress as "hell."

ANTI-GRAYSKULL

[illegible] GERMAN MOTU AUDIO PLAYS
Anti-Grayskull was the evil counterpart to Castle Grayskull. The white castle stood on Anti-Eternia. Instead of a skull, it featured the face of an angel on its front wall. Anti-Grayskull was ruled by Anti-He-Man, who referred to it as "Hell Grayskull" in his battle cry.

[illegible]

ANTIWORLD



[illegible] GERMAN [illegible] MOTU COMIC
Antiworld was a planet that moved through space surrounded by the remains of other planets it had collided with. Its outer atmosphere was full of monstrous creatures, but its surface was a paradise, for the souls of its former inhabitants had banished all evil from it. These ghosts were unable to see that their world had become a cosmic threat until contacted by He-Man about their impending collision with Eternia. As Antiworld neared Eternia, it caused all manner of natural disasters.

ANWAT GAR

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Anwat Gar was a deserted island in the Ocean of Grief, home to the Legacy Stones, ancient artifacts of great power protected by Sy-Klone in a large citadel overlooking the ruins of an ancient village once inhabited by the natives. Little was known about those who had lived on the island, aside from their architecture and advanced technology. Man-At-Arms suggested its people were once well known for their weaponry and scholars from across Eternia had traveled to the island to study it.

The citadel in which the Legacy Stones rested was protected by a series of traps and two mountainous living statues that moved with great speed and strength.

2008 MOTU CLASSICS

The Classics canon provided a rich and complex history for Anwat Gar. In ancient times, Anwat Gar was a large island off the coast of the supercontinent Preternia on the planet Eternia before Hordak cast the Spell of Separation. It was the home of the blue-skinned Gar people and the site of the Original Spaceport. It was comprised of four ring-shaped cities and several mountain ranges. A colossal statue stood on the island's northern side.

Following Hordak's casting of the Spell of Separation, Anwat Gar was reduced to a small island located in the Grafton Isles, an archipelago on the newly created Light Hemisphere.

2012 DC MOTU COMICS

In the 2012 DC comics, Anwat Gar became a forbidden island after the Gar played a role in the assassination of King Grayskull. Notably, it was in Anwat Gar where Adora transformed into She-Ra for the first time.

AQUATICA

1983 FILMATION MOTU ANIMATED SERIES

The legendary city of Aquatica was located far beneath the surface of the Harmony Sea. It was ruled by Princess [illegible] and possessed great wealth. Wondrous statues of Aquatican [illegible] populated its corridors, and its walls were adorned with beautiful gems. Aquatica also boasted a great [illegible] capable of holding many thousands of spectators. Here, the Aquaticans often saw the [illegible] [illegible] over an unfortunate victim.

ARACHNIA CITY

2008 MOTU CLASSICS

Arachnia City was a web-shaped underground settlement in Subternia that had been located on a large island off the northern coast of Preternia in ancient times. The city sank into Subternia following Hordak's casting of the Spell of Separation.

ARCADIA

1983 FILMATION MOTU ANIMATED SERIES

Arcadia was a city ruled entirely by women and their queen, [illegible]. The men of Arcadia were enslaved, forced to work in the mines beneath the city to obtain [illegible], which the Arcadians used to power their city's protective force dome. Because of overmining, the city was in danger of collapsing into the [illegible].

ARENA OF PETRAK

1987 ITALIAN MAGIC BOY MAGAZINES

In the Magic Boy comics, the Eternian Olympics were held in the ancient [illegible] Arena of Petrak. On at least one occasion, Skeletor won the [illegible] and was allowed to organize the games.

ARGONIA

1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

The Eternian village of Argonia was an agricultural community populated by humble farmers. Argonia was nearly devastated by the giant robot [illegible]. After He-Man defeated the robot, Man-At-Arms used the automaton's parts to construct farming equipment for the Argonians.

ARID SPRING OASIS

[illegible]

[illegible] MOTU COMICS

The Arid Spring Oasis was the desert home to Tay-Joe's encampment during the time that Skeletor ruled Eternia and had the Masters of the Universe under a memory spell.

ARJDAN

[illegible] FILMATION MOTU ANIMATED SERIES

Arjdan was a desert city [illegible] the Fountain of Life. As long as the waters of the fountain continued to run, the city and its inhabitants were healthy.

ARKOS'S CITY

[illegible] MOTU COMIC MAGAZINES

Emperor Arkos's City was located on an unidentified planet on the other side of the universe. The city was under siege from an army of savage [illegible] controlled by the evil [illegible]. Arkos's brave guards protected the city, but they were having trouble fending off the attacks until He-Man arrived. He-Man and Man-At-Arms saved the city by confronting [illegible] and banishing the [illegible] to the world of [illegible].

ARTANNA

[illegible] FILMATION MOTU ANIMATED SERIES

Artanna was a wide area of farmland adjacent to the Stony Mountain Dam on Eternia.

ASTEROID RY674

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Asteroid RY674 was an unusually large asteroid near the planet [illegible]. It was populated with various Asteroid Mutts.

ASTEROID ZONE

[illegible] MOTU BOOKS

The Asteroid Zone was a field of asteroids located near the planet Eternia and home to the Asteroid of Power. [illegible] a wide variety of asteroids, it also contained much technological debris.

ASTON VOLCANO

[illegible] MOTU COMICS

Aston Volcano was dormant for many centuries, but it became active again in [illegible] Eternia. The Indestructible Robot, which had been trapped within the volcano centuries earlier, broke free and went on a rampage when the volcano erupted.

ASTRAL ZONE

[illegible] MOTU COMIC MAGAZINES

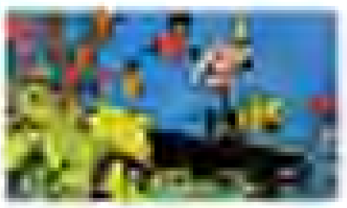
The Astral Zone was the region of space where the world of Nulla (spelled "Nullah") was located.

ASTRO-JAIL

[illegible] MOTU COMIC MAGAZINES

The Astro-Jail was a space prison holding the worst of all convicts in the Starburst Galaxy. All of the galaxy's most dangerous prisoners were held there.

ATLANTIS



[illegible] MOTU COMICS

The [illegible] comics featured Eternia's own version of Atlantis. A long lost civilization located far beneath the planet's surface, Atlantis could only be reached via a deep abyss found in the Black Cave near Snake Mountain. A lush land filled with strange vegetation and animal life, Eternia's version of Atlantis also featured advanced technological marvels, such as the Radiation Machine, a [illegible] capable of curing diseases and hunger. The Eternian Atlanteans were under constant attack by an evil warrior tribe called the Falcons. After He-Man assisted Atlantis in defeating the Falcons, the Atlantean leader [illegible] revealed that the ancient Atlanteans of Eternia were in fact ancestors of the modern-day Eternian [illegible].

AVATHAR

[illegible] FILMATION MOTU ANIMATED SERIES

According to legend, Avathar was an ancient island empire which ruled over much of Eternia long ago. In He-Man's day, all that remained was a small island filled with ruins, statues, and ancient writings.

Within the Avathar ruins was a museum which proved to be a storehouse of much of the relics of the civilization, including gems, weaponry, and other artifacts.

AVION

1983 DC MOTU COMICS
Avion was home to Eternia's Bird People. It was situated high in the peaks of the Mystic Mountains, a safe place for its inhabitants.

1983 FILMATION MOTU ANIMATED SERIES
Home to Stratos, Avion was the kingdom in the Mystic Mountains where Stratos's people dwelled.

1983 MOTU MINICOMICS
In the minicomics, Avion was the home of the heroic winged warrior Stratos, his human wife Delora, and the Bird People. The fabled city of Avion was found high in the Mystic Mountains, and its most precious artifact was the Emerald Staff, which gave the Bird People the power of flight. The underground dwelling Beasts were the mortal enemies of Avion and sometimes attacked the otherwise peaceful realm.

1985 GOLDEN MOTU BOOKS
Avion, as depicted in the Golden Books, was an ageless city of sleek crystal spires and golden towers. It had known peace for countless generations.

1984 UK WORLD MOTU ANNUALS
In contrast to all other canons, in the World annuals Avion was situated in the sparkling Sapphire Mountains, rather than the Mystic Mountains.

1988 GERMAN MOTU AUDIO PLAYS
In the German audio plays, Avion was protected by a force field which enclosed the city and by the Tree of Dying Time.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
In the MYP animated series, Avion's inhabitants were referred to as Avionians. The city was protected by battalions of Avionian warriors and a great flying war machine.

2003 MVCREATIONS MOTU COMICS
The MVC comics established that the city of Avion was founded by its founder, Dravens, on the place where he and his sister Hawk discovered the golden Egg of Avion.

2008 MOTU CLASSICS
The Classics further specified that Avion was situated in the northern peaks of the Mystic Mountains.

AVIOPOLIS

2008 MOTU CLASSICS
Aviopolis was a golden, airborne city flying over the supercontinent of Pyrenea in ancient Eternia. It appeared to be situated over the Ocean of Fear on the edge of the Dragon Territory of Darkenvale.

BANSHEE JUNGLE

1983 FILMATION MOTU ANIMATED SERIES
The Banshee Jungle was full of dense, twisted plant life. The Cave of Gamlins and groups of Wolf Bats could be found there.

BARON GROD'S CASTLE

1983 FILMATION MOTU ANIMATED SERIES
Situated near the Mystic Mountains, Baron Grod's Castle was an impressively large stronghold. Baron Grod himself would admire his collection of animal trophies from his throne or partake in target practice in the nearby fields. Baron Grod's guards stood watch atop the castle's turrets.

BARREN ICE PLANET

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Barren Ice Planet in the Eternian Solar System was a planet devoid of life. Skeletor tested the Reverse Gravity Generator on the Ice Planet to blast it halfway across the galaxy.

BASILIA

1983 FILMATION MOTU ANIMATED SERIES
Basilia was a relatively small Eternian village composed of flat-roofed structures built above, below and within its mountainous environs.

BATMEX FACTORY

1986 UK POP COMIC MAGAZINES
The Batmex factory was built on the banks of the Silver River on Etheria. Shadow Weaver's magic ensured the factory remained invisible and undetected by the Rebellion during its construction. Once it was completed, the factory was fully automated and impregnable to any outside attack. The factory and its resources would give Hordak enough power to launch an all-out assault on the Great Rebellion.

Once She-Ra learned about the factory, Peekablue used her peacock eyes to spy within its walls. She-Ra worked out a plan to break in via the roofing chimney. As She-Ra and her friends were confronted by the Horde troops, the Giant Fish of the Silver River (which was being polluted by oil from the factory) emerged from the river and used their powerful stern-tail to break through the walls and bring the entire factory crashing down, giving the Rebels just enough time to escape. With Hordak's latest operation defeated, Castaspella used a combination of magic and science to clean up the pollution in the Silver River.

BATTLE PLANET

2012 MOTU CLASSICS
The Battle Planet was a world located in the Eternian Dimension outside of space controlled by the Horde Empire. It had two small moons, and its surface was rocky and rougued with many craters.

BEAST ISLAND

[illegible] FILMATION POP ANIMATED SERIES
Beast Island was an infamous Etherian Horde prison with a bone motif. It was surrounded by a dense jungle filled with man-eating plants and vicious monsters. A lake was situated at the peak of Beast Island's only mountain.

The prison itself was [illegible] and there were defenses and security cameras everywhere. The prison cells were small and dark, enclosed in metal bars. In an apparent oversight by the Horde, [illegible] cells through ventilation shafts, providing a means of escape for some prisoners. The prison was destroyed by He-Man after he was rescued by the Great Rebellion.

Beast Island was also home to the Beast Warriors, later known as the Beast Protectors.

[illegible] GOLDEN POP BOOKS
The Golden Books specified that Beast Island was located in the [illegible] Sea.

BEAST VALLEY

[illegible] [illegible]
MOTU COMICS
Beast Valley was an area on Eternia which was a paradise until Skeletor spilt [illegible] with his [illegible]. From that point on, horrible monsters and man-eating plants populated the valley and none who entered left alive. Eventually, He-Man [illegible] that led to the valley's heart and removed Skeletor's [illegible], allowing the heart to beat again. The good [illegible] of the valley worked to restore Beast Valley to its former paradise.

BEAST WARRIORS' VILLAGE

[illegible] FILMATION POP ANIMATED SERIES
The village of the Beast Warrior tribe was located on Beast Island on the planet Etheria. The village was home to the tribe leader King and his tribesmen, who followed [illegible] to fulfill the rite of passage to become a Beast Warrior. The village [illegible] that had a [illegible] around the outside. The [illegible] through the village did not provide enough water for both the indigenous animals and the villagers, so She-Ra used fire [illegible] at the peak of the nearby mountain to widen the stream.

BELAPRAG

2002 MOTU CLASSICS
[illegible] was a large blue planet, possibly a gas giant, located within the space controlled by the Horde Empire. It had five moons and a large red spot on its surface.

BELOT CASTLE

[illegible] FILMATION MOTU ANIMATED SERIES
Belot Castle was located in underground tunnels beneath Eternia and was the home of [illegible].

BERSERKER CASTLE

2002 MOTU CLASSICS
Berserker Castle was a small, four-towered fortress located within the territory of the Frost People on Preternia in Eternia's ancient past. It was situated close to Horde Territory.

BERSERKER ISLANDS

OTHER NAMES
Berserk Islands

[illegible] [illegible] MOTU [illegible]
The Berserker Islands were located in the [illegible] Sea and boasted a number of fire-spewing mountains. The [illegible] of [illegible] was said to be nearby.

2002 [illegible] MOTU COMICS
The MVC comics referred to this group of islands as the Berserk Islands. They contained a number of villages and were ruled by King [illegible]. It was on the Berserk Islands that Beast Man first entered into [illegible] service.

BESTOUS

2002 MOTU CLASSICS
Bestous was a large red planet located deep within the Horde Empire and close to Horde World. It had one small moon and an [illegible] surface similar to Horde World itself.

BIBBET CAMP

[illegible] FILMATION POP ANIMATED SERIES
The Bibbet Camp was located within the Bibbet Forest on Etheria. Surrounded by beautiful plants and flowers, the Bibbet Camp was a simple place with a throne for the tribe's elder. No one had actually seen a Bibbet until the Horde began clearing the forest to build a factory.

BIDGETLAND

[illegible] FILMATION POP ANIMATED SERIES
Bidgetland was a beautiful forest full of amazing flowers and other vegetation. It was home to the Bidgets, who resided in a camp which included a theater for their skits. The Bidgets' way of life was disrupted when the Horde began clearing away the forest to make way for a new factory.

BIG DITCH CANYON

[illegible] FILMATION POP ANIMATED SERIES
Big Ditch Canyon was a popular campsite in the kingdom of Bright Moon on Etheria. It was picturesque and provided good climbing resources.

BLACK CAVE

[illegible]
The Black Cave was a treacherous cavern located near Snake Mountain. Its most distinctive feature was a deep abyss which led directly to Eternia's own version of long-lost Atlantis.

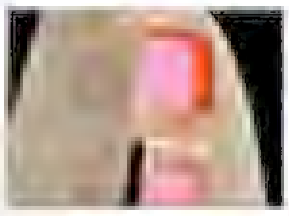
BLACK PIT

[illegible] DC MOTU COMICS
The Black Pit was located in the Dark Sea. In its deepest trenches was a dimensional gateway that led to Earth and one half of the Sword of Power.

BLACK SUN

[illegible] MOTU AUDIO PLAYS
The Black Sun was summoned when Skeletor obtained the Sword of Infinite Power. Flying through space, it was strong enough to move nearby stars. About a thousand times larger than Eternia, the sun was on a collision course with the planet. Through the help of an ancient time machine, the Masters of the Universe successfully moved Eternia out of the sun's course temporarily. After passing Eternia, the sun continued on its course through space.

BLACKSMITH'S ATOMIC FORGE



[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Atomic Forge was where [illegible], the Blacksmith of [illegible], forged his powerful weapons. He claimed to be able to read the fires in the forge to tell the future.

BLOOD FALLS

[illegible] MOTU BOOKS
The Blood Falls was a waterfall of a blood-red river that cascaded under the footbridge which connected one peak of Snake Mountain with the other. The water flowed past blasted trees and murky swamplands.

BLOOD RIVER

[illegible] MOTU CLASSICS
The Blood River was a river running from Snake Mountain to the [illegible] Channel and Harmony Sea in the Dark Hemisphere of the planet Eternia.

BLUE MOUNTAIN

[illegible] FILMATION POP ANIMATED SERIES
Blue Mountain was located far from the Whispering Woods on Etheria, and few had ever met anyone from the Blue Mountain kingdom. It was the domain of Prince Highcliff.

BLUE MOUNTAINS

[illegible] POP COMIC MAGAZINES
The Blue Mountains were home to a single dragon who was a victim of a scheme by Hordak and Shadow Weaver, who stole its flame.

BLUE SWAMP

[illegible] FILMATION MOTU ANIMATED SERIES
The Blue Swamp on Eternia was the natural habitat of both [illegible] and [illegible].

BLUE VALLEY

[illegible] FILMATION MOTU ANIMATED SERIES
The Blue Valley was the natural [illegible] habitat for [illegible] Pythons and [illegible].

BOILING SWAMP

[illegible] MAGAZINES
The Boiling Swamp was an inhospitable, steaming body of water on Eternia. It was filled with quicksand, and bubbling geysers frequently erupted from within the murky bog.

BOLAJET SPEEDWAY

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Bolajet Speedway was a huge stadium on Primus where Primans competed against each other in Bolajet races.

BORDERLANDS

[illegible] MOTU BOOKS
The Borderlands were an area that separated the Light and Dark Hemispheres of Eternia.

BOTTOMLESS HOLE OF TROLLA

1983 FILMATION MOTU ANIMATED SERIES
The Bottomless Hole of Trolla, located on the planet of Trolla, was said to go on forever. The blue chasm was filled with jagged rocks and strong winds.

BRIGHT MOON

OTHER NAMES
Brightmoon

[illegible]

1983 FILMATION MOTU ANIMATED SERIES
Eternia's Bright Moon was once a cold, dead satellite. Twenty years before the rise of He-Man, it was transformed, under the leadership of Professor Orlon, into a self-sustaining colony with simple farms, and an artificial atmosphere. Though the people of the Bright Moon were often willing to help the people of the poverty-stricken Dark Moon, Skeletor almost succeeded in stirring up a war between the two peoples by causing a series of disasters on the Dark Moon and framing the people of the Bright Moon for the crimes. After Skeletor's scheme was exposed, the people of both moons signed a treaty of friendship.

2008 MOTU CLASSICS
The Classics canon gave a few different details about Eternia's Brightmoon. Brightmoon was located in Eternia's Light Hemisphere. Although it was only Eternia's second largest moon, it was big enough to possess a small, concentrated ring of orbiting debris.

BRIGIS

1985 FILMATION POP ANIMATED SERIES
The inhabitants of the magical Etherian village of Brigis enjoyed eternal life, thanks to an agreement between its chief and a witch. As part of this agreement, Brigis would reappear on modern Etheria for a single day once every five hundred years. The villagers would stay within the safety of their village that day for if any of them were not within the confines of Brigis at its end, the spell would be broken.

BRINDLE'S CASTLE

1983 FILMATION MOTU ANIMATED SERIES
Brindle's relatively small castle was perched atop a hill and was unique in its design. Primarily dome shaped, it featured jagged edges and blade-like spires, invoking a strange sculpted metal appearance.

BRINDLE'S MAZE

1983 FILMATION MOTU ANIMATED SERIES
Designed by the wizard Brindle to test suitors for his daughter's hand in marriage, the maze was enchanted with many moving corridors and confusing traps. Its impressive entrance was an archway of hedges, one of which was sculpted to resemble a gargoyle. The hedges themselves seemed endless and led to various tests of the suitor's morality. At the center of the maze was the Tree of Many Fruits, upon which grew the Silver Apple that Brindle required the suitor to bring to him. Brindle also allowed the suitors to select a champion to pass through the maze in their stead, which was why [illegible] He-Man as his champion.

BURNING DESERT (I)

1984 [illegible]
The Burning Desert was a vast and treacherously hot desert on the planet Eternia.

BURNING DESERT (II)

1987 [illegible] MAGAZINE
The Burning Desert was a barren wasteland of sand on the planet Eternia.

LOCATIONS

BUZZ-OFF'S COLONY

1985 FILMATION MOTU ANIMATED SERIES
Buzz-Off was the leader of a colony of Bee People whose unnamed kingdom was a grand honeycomb castle high in the mountains. The colony also kept a storehouse for their honey harvest in the Evergreen Forest.

CALASH

1985 FILMATION MOTU ANIMATED SERIES
Calash was a rundown village in the Sands of Time composed of ruins. Its population was five to none.

CALIFIA

1986 MOTU NEWSPAPER STRIPS
Little is known about Eternia's land of Califia. There was great tension between the kingdoms of Rundale and Califia due to a situation involving the Marken Islands, which belonged to Rundale for hundreds of years until Califia moved in and took them over. The populace of Rundale became outraged when their sovereign, Queen Elsa, expressed her desire to send her son, the crown prince Cornelis, to study in Califia.

CALIGAR FIEFDOM

2013 MOTU CLASSICS
The Caligar Fiefdom was the home of the reptilian Caligars in Subternia beneath the planet Eternia's surface. After the untimely demise of the old chieftain, his son Carnivus succeeded him. Carnivus's brother Torrant Kroad resented Carnivus, who banished him after he helped Keldor attack Caligar's ally Randor during the Great Unrest. Carnivus later took his army to the surface to fight alongside Randor, but they returned to find their home in ruins. The Caligars blamed the bat-like Speleans who also inhabited Subternia, and the two races were bitter rivals for years until King Randor convinced them to join his alliance against Skeletor and the Snake Men.

CAMEROON ASTEROID

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Cameroon Asteroid was a huge rock located some distance from Primus, in the middle of an asteroid belt.

CAMP DENDRIA

1990 REAL ADVENTURES OF HE-MAN ANIMATED SERIES
Camp Dendria was a Mutant base run by Skeletor, who claimed the motto of the camp was "We let no one leave unhappy, because we let no one leave." It contained various traps and interrogation devices.

CANDOR'S MOUNTAIN

1985 FILMATION POP ANIMATED SERIES
The wizard Candor lived in a cave within the rugged peak of a mountain. The Renegade Shadow Weaver set a trap in the cave for Candor's apprentice Elly, who noticed the absence of the candles that usually kept the habitat well lit. Candor himself had left the mountain no longer the hundred year sleep.

CANYON

1983 FILMATION MOTU ANIMATED SERIES
Riddled with deadly cliff faces and chasms, the Canyon was an ideal place for Man-At-Arms to test his Portable Teleportation Device. The Attak Trak was the vehicle best suited for the incredibly rough terrain.

CANYON OF SPIDERS

2016 LOST CURSE OF THE THREE TERRORS CARTOON
The Canyon of Spiders was located at the border between the Light Hemisphere and the Dark Hemisphere on Eternia. It was, as the name implies, inhabited by many spiders. Mount Phoneethous was located at the far end of the canyon.

CARCASS CANYON

1987 GERMAN EHAPA MOTU COMICS
Carcass Canyon was a large rugged ... above a secret base hidden within one of its walls. Skeletor could manipulate the walls of the canyon, making them come together and crush his enemies between them. He hoped that the chance to use his trap as He-Man put a step into it.

CARMINVARO CAVERNS

1986 MOTU NEWSPAPER STRIPS
The Carminvaro Caverns were a distant group of caves on Eternia. After he was defeated in the present day, King Hssss was seemingly placed into a state of suspended animation and imprisoned in the Carminvaro Caverns.

CASTLE ACKLE

1983 FILMATION MOTU ANIMATED SERIES
Castle Ackle was Zelty's spider-like stronghold in the magical world of Oroma. Guarded by a three-eyed giant, it was less than inviting and stood perched upon a island of land that seemed to defy gravity.

CASTLE BLACKMOOR

1985 FILMATION POP ANIMATED SERIES
Castle Blackmoor was the site of the Rebel Fair—a celebration to commemorate the founding of the Great Rebellion and its war against the tyranny of the Evil Horde.

CASTLE BRIGHT MOON

1985 FILMATION POP ANIMATED SERIES
Castle Bright Moon was the home of Queen Angella and her daughter Glimmer. The kingdom of Bright Moon was one of the last to fall to the Horde, and after Adora's defection to the Great Rebellion, the Rebels reclaimed the kingdom and the castle for Angella. Etheria's twin moons powered the castle via the Moonstone.

Queen Angella maintained a staff at Castle Bright Moon, including guards and cooks. The guards were well trained and wore either blue or orange uniforms.

The children who were often seen playing about the castle were well behaved, polite, and always eager to meet the members of the Great Rebellion who visited.

1985 LADYBIRD POP BOOKS
The Ladybird books depicted a large lake, known as Lake Bright Moon, behind Castle Bright Moon.

1986 UK POP COMIC MAGAZINES
As in other canon, Castle Bright Moon received its powers from Etheria's moons, but here a series of mystical crystals at the castle's heart absorbed the moons' power and channeled it through the castle.

2012 DC MOTU COMICS
In the 2012 DC comics, Castle Bright Moon, once a symbol of hope for all Etherians, was ransacked during a Horde assault led by Skeletor. All of the citizens of the Kingdom of Bright Moon were enslaved, including Queen Angella.

CASTLE CHILL

1985 FILMATION POP ANIMATED SERIES
Castle Chill was Frosta's fortress located in the Kingdom of the Snows on Etheria. It apparently was constructed from ice.

CASTLE CONDORE

1985 FILMATION POP ANIMATED SERIES
Castle Condore was the stronghold of Baron Condore in an Etherian desert. It was little more than a tower surrounded by partially buried ruins.

CASTLE DARKSPUR

1986 FILMATION POP ANIMATED SERIES
Home to King Doltapar, Castle Darkspur was a stone structure with a bird motif to its design. Dangerous and treacherous paths led up through its many levels to its entrance, and dead vines clung to its walls. The edifice overlooked a drab brown forest.

CASTLE FEAR

1983 FILMATION MOTU ANIMATED SERIES
The gargoyle-like Castle Fear was home to the Enchantress and her assistant. It was perched upon the brooding Lost Mountain and protected by the Enchantress's mud creatures, swamp trees, and dark magic.

LOCATIONS

CASTLE GRAYSKULL

TITLES
Fortress of Mystery and Power

1982 MOTU MINICOMICS

Castle Grayskull was Eternia's ancient and legendary fortress of mystery and power. Its origins were obscured by time, and no one remembered who built it. All that was known was that it had been erected long ago, before the Great Wars.

There was immense power hidden within Grayskull's ominous, skull-shaped exterior and impenetrable walls. In this place of mystery, whoever controlled Castle Grayskull controlled the universe. While arcane magic permeated its very essence, it was also outfitted with advanced weaponry and computer technology. Among these was a large two-barreled laser cannon mounted atop one of its towers.

Castle Grayskull was filled with weapons and strange, shadowy rooms. Enemies could be sent falling into the castle's dark dungeon or be transported through a trapdoor in the throne room.

The castle was guarded by an immortal spirit who communicated with the good humans of Eternia. The spirit knew, but did not disclose, that He-Man himself would someday become the true king of Castle Grayskull by joining both halves of the Power Sword to enter Castle Grayskull, claim its throne, and learn the secrets of the universe. In addition, the spirit advised Teela that she was fated to become the guardian of the castle.

The evil wizard Skeletor desperately craved the power hidden within the ancient structure, but the spirit knew that He-Man was the prophesied warrior destined to become king of Castle Grayskull.

1983 FILMATION MOTU ANIMATED SERIES

As in other canons, Castle Grayskull held ultimate power in the Filmation series. Additionally, however, it provided Prince Adam with the ability to transform into He-Man using the Sword of Power. The ancient structure was perched above the Abyss, which existed as a moat. In the Evergreen Forest of Eternia. Furthermore, the Abyss appeared to be where the source of the castle's power was housed. The lush foliage surrounding it helped obscure its location and kept the fortress hidden from would-be intruders.

The powers of any who entered Grayskull were enhanced, whether good or evil.

Grayskull's drawbridge was referred to as the Jaw Bridge, as it opened downward from the skull's mouth and was lined with sharp teeth. He-Man could cause the Jaw Bridge to open by raising his sword and saying, "By the Power of Grayskull, I command the Jaw Bridge open!" Others, lacking permission to enter, were forced to breach the castle's defenses or, on one occasion, answer a riddle posed by the castle. Grayskull's defenses could not be used against any who was a friend to He-Man.

Castle Grayskull's protectors were a long line of Sorceresses, chosen by heritage or for their virtues. Each candidate would enter the Pool of Power and only the wisest and purest would receive the Power of Grayskull.

Among the many wonders within Castle Grayskull's walls was a magical timer in its main chamber which used a circular pattern of lights to indicate the remaining time. The Window of Spirits allowed the Sorceress to communicate with other beings across dimensions. The Chamber of Light could control many elements.

Castle Grayskull's upper levels contained a laboratory, the Hall of the Wars, which was full of captured weapons from Eternia's history, the Time Corridor, and a small hall of doors, behind which were kept many of the castle's secrets.

A large stone head inside the castle would test those who wished to obtain Grayskull's power.

1985 MOTU MINICOMICS

In the MOTU minicomics, it was further established that a passage leading to the core of Eternia existed beneath Castle Grayskull.

1983 KID STUFF MOTU RECORDS

The Kid Stuff records presented an origin for Castle Grayskull. Centuries ago, the wise Council of Elders, the ruling body of Eternia, were warned of the threat that Skeletor would one day pose to the planet. They consolidated their

combined magic and knowledge into an omnipotent, glowing Orb of Power. To protect this orb from the forces of evil, they transformed their seat of government, the beautiful Hall of Wisdom, into an edifice so frightening that only the very bravest of the very foolhardy would ever dare to enter it.

Over the years, Castle Grayskull's existence faded into myth and legend, until few, if any, knew its location. When Skeletor came to Eternia at last, the castle was protected by the Sorceress and Prince Adam, who had been given the Sword of Power to become He-Man. By this time, the castle was a crumbling ruin, with thorny vines climbing its walls and bats within its abandoned towers. Even still, the spirits of the Elders resided inside, ready to give aid to He-Man when Skeletor threatened to seize the castle.

1983 GOLDEN MOTU BOOKS

In contrast to earlier or contemporary canons, the Golden books established that Castle Grayskull housed a upper chamber, inside which was stored the Council of Elders' Orb of All Wisdom.

1983 LADYBIRD MOTU BOOKS

The Ladybird books included the Great Hall of Castle Grayskull as the main audience chamber where the Sorceress received He-Man after she had summoned him.

1984 UK WORLD MOTU ANNUALS

The *World* annuals stated that Castle Grayskull was located in a clearing within the Darkest Forest of Wind, rather than the Evergreen Forest, and the Council of Elders originally resided at the ancient Pyramid of Wisdom and later relocated to Grayskull.

1984 GERMAN MOTU AUDIO PLAYS

Though mostly consistent with their contemporaries, the German audio plays stated that only He-Man, Man-At-Arms, or Teela could enter Castle Grayskull to consult the Sorceress. However, other heroic characters were allowed to enter the castle at times. Its living images allowed the Sorceress to "see" what was happening throughout Eternia, and its computers held vast stores of knowledge. Its drawbridge could only be opened with the Sword of Power and He-Man's battle cry.

1984 GERMAN INTERPART CONDOR MOTU COMICS

The Condor comics stated that Castle Grayskull's great power came from a foreign dimension.

1986 UK MOTU COMIC MAGAZINES

In the UK comics, Castle Grayskull was built upon the foundation of a chunk of the Great Stone of Power, a jeweled meteor brought down to Eternia by the Elders and used to carve the Swords of Power and Protection as well.

1987 MOTU FILM

The film presented a slightly different depiction of Castle Grayskull. On the planet of Eternia, Castle Grayskull was located at the center of the universe, directly at the border between the light and the dark—the balance of good and evil.

The interior of the castle was vast and beautiful. The throne room was filled with statues from Eternia's past, marble floors, and the Great Eye of the Galaxy.

1987 GERMAN EHAPA MOTU COMICS

The Ehapa comics stated that Castle Grayskull's stones were held together through the power of the Orakel, the Stone of Life.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Castle Grayskull was the stronghold built long ago by the Ancients and the seat of power for Prince Adam's ancestor, King Grayskull. In King Grayskull's time, Grayskull was a shiny white stone castle. When the Horde created a portal to Despondos during their attack on King Grayskull, it destroyed most of the land surrounding the castle, including the moat, outer walls, lake, and outbuildings, leaving behind an abyss that seemed bottomless, leading to Subternia. During the centuries Grayskull's colors wore down. Near the castle, a stone marker was erected to warn any wanderers from getting closer. It bore an image closely resembling the castle's façade. Thanks to King Grayskull's intervention, the keep itself was spared and could still be entered by way of its drawbridge, or from a secret underground gateway protected by a force field in Subternia.

2008 MOTU CLASSICS

The Classics canon blended elements from earlier depictions and incorporated new details of its own to create a complex history for the fortress of mystery and power. After He-Ro gave his life to save King Grayskull from an attack by Hordak, he passed his magical Sword of He to him. To protect the sword, Grayskull ordered his people and the giants to build a fortress. The castle was built from a single enchanted stone that the giant Tytus sculpted

LOCATIONS

Located deep within Castle Grayskull was Grayskull's forge, directly linked to the Starseed. King Grayskull used its mystic fires to forge the original Sword of Power and Sword of Protection. During the Horde threat, He-Man reforged the Sword of Power, and Hordak exploited the forge when he occupied Castle Grayskull to forge the Sword of Hordaki.

After the Eternity War, Castle Grayskull was transformed into a floating city and made the new capital. It provided refuge to all of Eternia and distributed power across the planet via a network of pylons which gave towns and homes the ability to rebuild and thrive.

CASTLE HIGHPOINT

[illegible] FILMATION POP ANIMATED SERIES
Standing atop a hill in the desert lowlands of Sand Valley was Castle Highpoint. It and its surrounding Bellmore bluff were [illegible], and it was from here that Prince Norb defended his people.

CASTLE LANDROS

[illegible] FILMATION MOTU ANIMATED SERIES
Castle Landros was a medieval-looking structure that was home to the magician Landros and his daughter Tessa and [illegible] the steps up to its entrance, but some parts of the inside were less beautiful and rather [illegible]. The castle was guarded by well-trained soldiers.

CASTLE SILVANOS

[illegible] [illegible] MOTU ANIMATED
King Sulla ruled the kingdom from Castle Silvanos. The castle had been built in the "old style" and was cold and uncomfortable. Huge log fires warmed its rooms somewhat, and tapestry and hunting trophies adorned the walls.

CASTLE STARS

[illegible] FILMATION MOTU ANIMATED SERIES
Castle Stars was the stronghold of Lord Todd and a source of evil. He kept [illegible] of his games within its walls, but the castle vanished when Lord Todd was defeated and forced back through the Star Gate.

Castle Stars was described as an "ancient" fortress where a new evil had arrived on Eternia, indicating the castle had been around long before the arrival of Lord Todd on Eternia.

CASTLE OF KING JARED

[illegible] FILMATION POP ANIMATED SERIES
In ancient Etheria, the Castle of King Jared stood atop a cliff side in the jaws of Darkedge. A sinister-looking, the dark castle had a single winding pathway leading up to its gates. It was said that King Jared's castle was also home to the fabled Crown of Knowledge.

CASTLE SKELETOR

OTHER NAMES
Castle Grayskull

[illegible] MARVEL STAR MOTU COMICS
When Prince Adam traveled thirty years into the future, he discovered Skeletor had conquered Castle Grayskull and renamed it after himself. Ruling with an iron fist and paralyzing everything within his domain, Skeletor had claimed the Power of Grayskull and convinced the populace that He-Man was dead, destroying all hope. Eventually Prince Adam and his future self teamed up and challenged Skeletor's rule, with the future Adam as He-Man fighting Skeletor as the castle collapsed over them. Vowing to not abandon his duty, Adam returned to the past intent on preventing the terrible future he had seen.

CAT TOWER

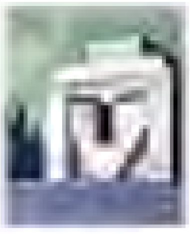
[illegible] GOLDEN POP BOOKS
Located at the edge of the Fright Zone on Etheria, Cat Tower served as Catra's lair. It was cold, dark, and incorporated a cat's face into its design.

[illegible] LADYBIRD POP BOOKS
In the Ladybird books, Cat Tower was presented as a cat-faced [illegible] Castle. Its gray stones were speckled with frost, icy [illegible] ran through its cracks and crevices, and jagged icicles hung from its roof and windows.

CATACOMBS

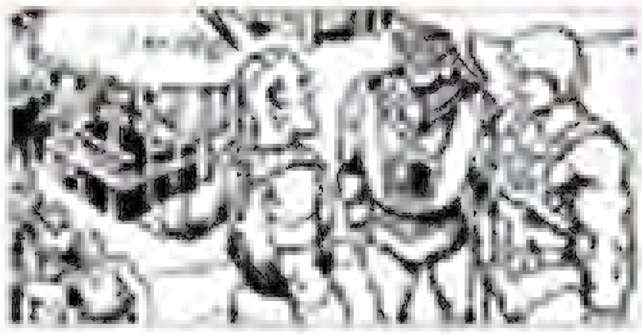
1986 UK MOTU COMIC MAGAZINES
The Catacombs were located deep beneath Snake Mountain. Skeletor stored many old magical artifacts in the Catacombs for safekeeping.

CATHENAY



1983 FILMATION MOTU ANIMATED SERIES
Cathenay was an Eternian village near the Royal Palace.
He-Man once saved Cathenay from giant Sand Crawlers.

CAT-NIK VILLAGE



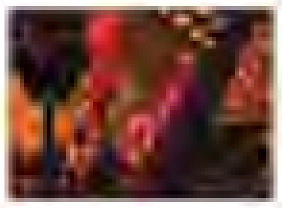
1986 UK MOTU COMIC MAGAZINES
The Cat-Nik Village was the home of the Cat-Niks, a peaceful tribe who possessed a glowing orb that provided all of their heat and light. They would regularly dance around the orb and honor it in special reverent ceremonies. When Hordak's henchman Leech used his suction power to drain the orb's energy, the Cat-Nik Village surrendered. Hordak enslaved the Cat-Niks and forced them to build a flying, solar-powered fortress with which he could attack Castle Grayskull.

He-Man managed to defeat Hordak's attack and free the Cat-Niks, allowing the village to keep the solar-powered fortress as their new source of heat and light. He-Man retained close contact with the Cat-Niks and on a later occasion helped them construct new huts for the village.

CATRA'S FEAR FACTORY

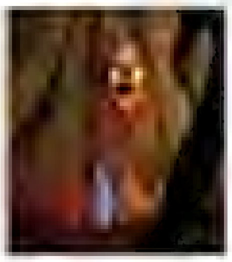
1986 GOLDEN MOTU BOOKS
Catra's Fear Factory was a compound built along Etheria's Singing River. The factory created robot doubles of the members of the Great Rebellion while polluting the waters of the Singing River. The factory was destroyed when the Madame Razz robot went rogue and threw itself into the gears of the robot-making machines.

CATRA'S GREENHOUSE



1985 FILMATION POP ANIMATED SERIES
In a large Jensum-style greenhouse, Catra cultivated strange and deadly plants. Among them was a sleeping lotus—a giant flower that could put those trapped inside to sleep.

CATRA'S LAIR



1985 FILMATION POP ANIMATED SERIES
Catra's Lair was inside a cave and was full of barrels of supplies, torn banners, and a [illegible]

1986 GERMAN POP AUDIO PLAYS
In the German POP audio plays, Catra's Lair was a cave in the side of a volcano. It was dark, and only plants which thrived in darkness grew there. Catra did not like her lair and longed to move into Crystal Castle.

CAULDRON OF DOOM

2012 DC MOTU COMICS
The Cauldron of Doom was a gladiatorial arena within Evil-Lyn's castle where two opponents could be matched in fight to the death. It was dominated by a cauldron which spewed fire. As a fight wore on, the heat of the cauldron could be intensified.

CAVE OF CAMBRO

1983 FILMATION MOTU ANIMATED SERIES
Despite being a less than desirable location on Eternia, the Cave of Cambro seemed to be relatively well known. It was a simple cave with a prominent entrance. Skeletor once kept Prince Adam prisoner there.

CAVE OF DOOM

1986 UK MOTU COMIC MAGAZINES
The Cave of Doom, located in the Mountains of Doom, was a dark and mystical cave which was home to the Six Sapphires of Sargon and the Light of Zoc. The Six Sapphires of Sargon were protected by a dangerous monster. With the Light of Zoc, Skeletor was able to take control over Eternian children and age them rapidly to adulthood as long as it remained lit.

CAVE OF DREAMS

1985 UK WORLD POP ANNUALS
The Cave of Dreams was a gloomy, dark Etherian cave which acquired its name when Hordak used the Zodiac Crystal and magic stones from Madame Razz to create the illusion of a monstrous creature to trick She-Ra and Bow into believing they were under attack.

CAVE OF ELEMENTS

[illegible] GERMAN [illegible] MOTU COMICS
The Cave of Elements was located in Horde Territory on Eternia. It had acquired its name through the attacks by fire, wind, and water it unleashed upon intruders. Deep in the cave was the Wall of Shadows where Hordak kept the shadows he had stolen from Eternian peasants.

CAVE OF FIRE

[illegible] UK POP COMIC MAGAZINES
The Etherian Cave of Fire was located near the land of a race of Rock Creatures. As a test of courage, the Rock Creatures sent their young into the cave to obtain the Lava of Age from the heart of the volcano. When swallowed, the lava turned them into adult Rock Creatures. The cave was inhabited by a friendly demon of fire whose people had been friends with the Rock Creatures.

CAVE OF KARNACK

[illegible] UK MOTU COMIC MAGAZINES
The Cave of Karnack was the location on Eternia where Hordak and the Evil Horde reappeared many years after Skeletor had betrayed them. Their arrival signaled a turning point in the war between good and evil on the planet, giving the Heroic Warriors another evil faction to battle.

CAVE OF MIRRORS

[illegible] FILMATION MOTU ANIMATED SERIES
The Cave of Mirrors was located in an abandoned Energy Crystal mine in Morpron.

CAVE OF PHIFOR

[illegible] UK MOTU COMIC MAGAZINES
The Cave of Phifor was the location of a strange and powerful magic that Orko sensed on Eternia. Investigating the cave, Orko felt the power was on the same levels as his own and should boost his abilities on Eternia. He-Man was concerned that the cave's magic could be used by the Evil Warriors if they were to discover it, so he guarded the cave as He-Man was to venture in Eternia. Orko found himself pulled into a parallel dimension by the magical energy of the cave, which had sensed his magic and mistakenly thought he was the king of it. Able to see Eternia from another dimension, Orko cast spells that allowed He-Man to defeat an attack by the Evil Warriors as well as signaling to him that he must return to the Cave of Phifor. Once back at the cave, He-Man located Orko, whom the Sorceress helped to return to Eternia. He-Man could now rest that the Cave of Phifor had enough powerful defense mechanisms of its own for the Heroic Warriors to leave it unguarded, for its own natural powers rendered it safe from evil.

CAVE OF THE TORGS

[illegible] FILMATION MOTU ANIMATED SERIES
The Cave of the Torgs was part of an underground network of tunnels that led into the giant mountain in which the Torgs dwelled. The tunnels not only housed the Torgs but was also the crystalline prison of the monster god Molkron. Within the endless caverns lurked many more monsters.

CAVE OF WINDS

[illegible] FILMATION POP ANIMATED SERIES
If the Cave of Winds were opened, terrible winds capable of destroying the Whispering Woods would be unleashed.

CAVERN OF FIRE

[illegible] FILMATION POP ANIMATED SERIES
Surrounded by fire and flame, the Cavern of Fire was home to the First Ones, and only the true of heart could enter; all others would be incinerated.

CAVERN OF HORROR

[illegible] GERMAN MOTU AUDIO PLAYS
The Cavern of Horror was a temporary hideout for Skeletor within the Evergreen Forest. It was designed as a series of traps for He-Man, including robotic spiders and collapsing ceilings. The cavern was abandoned after the villain failed to succumb to its dangers.

CAVERN OF POWER

[illegible] DC MOTU COMICS
The Cavern of Power was located near the Royal Palace on Eternia. When danger threatened, Prince Adam and Cringer would race to the cavern where they would be transformed into He-Man and Battle Cat. The Goddess was often in residence at the cavern, and Skeletor knew its location.

LOCATIONS

CAVERN OF THE DEFILED ONES

[illegible] [illegible] MOTU COMICS
Deep within the Cavern of the Defiled Ones was Skull Mountain, made up of the bones of the Magicians of Good who once sided with evil and were banished to hell. The cavern served as a gateway between Eternia and hell, allowing Skeletor to summon the Defiled Ones as his undead warriors until He-Man closed the portal with his sword.

CAVERN OF THE PETRIFIED TREES

[illegible] [illegible] MAGAZINE
The Cavern of the Petrified Trees was a large cave filled with mysterious trees. The cavern was discovered by Beast Man, who informed Skeletor of its existence. Skeletor subsequently attempted to ensnare Teela and He-Man within the cavern.

CAVERNS OF CENTAURI

[illegible] FILMATION MOTU ANIMATED SERIES
The Caverns of Centauri were very large, but not as large as the Great Chasm of Phantos.

CAVERNS OF FEAR

[illegible] GOLDEN MOTU BOOKS
The Caverns of Fear could be entered through a well near Castle Grayskull. They led beneath the fortress and provided a secret way inside until He-Man caused them to collapse.

CAVERNS OF PERPETUA

[illegible] FILMATION MOTU ANIMATED SERIES
The Caverns of Perpetua, located beneath the Plains of Perpetua, were a bewildering series of tunnels and caves. They were home to many creatures which had long been trapped beneath the surface.

CAVERNS OF RAKASH

[illegible] MOTU CLASSICS
The Caverns of Rakash were caves located within the Dragon Territory of Darksmoke on Preternia during Eternia's ancient past. The name of the caverns was later altered by a large body of water splitting Eternia's newly created landmasses after Hordak's cosmic Spell of Separation.

CAVES OF THE WIND

[illegible] FILMATION MOTU ANIMATED SERIES
The Caves of the Wind were a labyrinth of caverns which inexplicably generated gale-force winds at their entrances. They were home to two-headed cave snakes and housed the Temple of the Wind.

CAVES OF TUNDARIA

[illegible] MOTU CLASSICS
The Caves of Tundaria were an enchanted hiding place for the Renegade Masters of the Universe in Subternia. After Skeletor overthrew King Randor and claimed the throne of Eternia, the Masters resisted him as renegades from the safety of Tundaria. The Masters continued to gather in the caves after the Horde returned and overthrew Skeletor. Fifteen years later, Orko transported Prince Dare and the new Masters of the Universe to Tundaria's caves because the magic shields were still in place and could protect them from detection by the Unnamed One.

CAVES OF VIEV

[illegible] UK WORLD MOTU ANNUALS
The Cave Dwellers of Viev mined for gold in their home, the Caves of Viev.

CENTER OF ETHERIA

1985 FILMATION POP ANIMATED SERIES
The very center of the planet Etheria was home to the Giant Magical Clock, which could control the flow of time on Etheria and was guarded by the fearsome living stone gargoyles. The center of the planet was a dark, cavernous abyss and only accessible via the strongest magic. When She-Ra needed to alter time on Etheria in order to save the kingdom of Bright Moon, the Crystal Castle's magic guardian, Light Hope, transported her to the Center of Etheria, where she could manipulate the clock after contending with its guards.

CENTRAL TOWER, SEE ETERNIA TOWERS

CETUS GALAXY

2002 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Cetus Galaxy was where the planet Makkon was located. It was some distance from the Tri-Solar Galaxy, but the Makkonians' advanced technology allowed them to travel between galaxies at amazing speeds.

CHAMBER OF DARKNESS

1983 FILMATION MOTU ANIMATED SERIES
Located in the Crimson Valley, the Chamber of Darkness was a cavity within a mountain in which the villainous Darksmoor had been imprisoned by Man-At-Arms. The chamber contained many lifegiving stones and a solitary throne, but it was very much a prison cell that prevented Darksmoor from using his powers.

CHAMBER OF LIFE

1983 FILMATION MOTU ANIMATED SERIES
Located inside Castle Grayskull, the Chamber of Life was used to heal those who were near death. According to the Sorceress, the magic within the chamber was too powerful for her to control. Thus He-Man took his life into his own hands when he carried the injured creature Battler into the Chamber of Life.

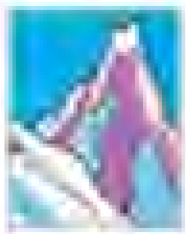
CHANDOR VILLAGE

1983 FILMATION MOTU ANIMATED SERIES
Near the outskirts of the Royal Palace, Chandor Village was a beautifully constructed village with white buildings of varying sizes. The most iconic structure within the village was the Shrine of the Gryphon, in which the Jewel of Protection was stored.

CHAROBIC OCEAN

1987 GERMAN SERIES MOTU COMICS
Located roughly an hour away from Eternia, the Charobic Ocean was largely unexplored. Skeletor used this to his advantage and placed a mobile station within the ocean. The station was destroyed when Skeletor activated its self-destruct system in a failed attempt to kill the Heroic Defenders.

CHILL MOUNTAINS



1984 UK WORLD MOTU ANNUALS
The Chill Mountains were a distant mountain range located in the Kingdom of Snows on the planet of Etheria.

CHRONOS CANYON

1986 UK KIDS COMIC MAGAZINE
Chronos Canyon was a mystical location through which blew the Winds of Time. Long ago, a time-traveling doctor named Half-Nelt passed through Chronos Canyon in his Time Box. Because of the magic embedded in the stones of Eternia, Half-Nelt's passage created an ever-blowing time wind within the canyon.

The Winds of Time could be used to catapult anyone who jumped into them into either the past or the future. Skeletor and King Hiss used the Winds of Time to travel to Eternia's prehistory, intent on changing the course of history and preventing the Elders' victory over the Snake Men.

CIRCLE OF DOOM

1984 MOTU MINICOMICS
The Circle of Doom was a large outdoor gladiatorial arena in which Skeletor and Evil-Lyn forced combatants to battle for their lives.

LOCATIONS

CITY OF AURICONIA

1984 UK WORLD MOTU ANNUALS
The city of Auriconia was located in the northern polar region within the planet Eternia's Ice Mountains. Auriconia was the home of the [illegible] like Auriconians and full of lush and green plant life. Waterfalls cascaded within the walls, and streams bubbled through the marble streets, keeping the air always cool and clear. This city was ruled by a monarch ever since it was established, and it was the home of the [illegible] Prince Aurkona.

CITY OF CERIUS

1984 UK WORLD MOTU ANNUALS
The city of Cerius was the floating cloud city located on the western continent of the planet of Primus. This was the home of Icarius in the World annuals comic.

CITY OF COLMAY

1983 FILMATION MOTU ANIMATED SERIES
The mountain city of Colmay was in danger of a meteor strike before Man-At-Arms used the Attak Trak to blow the meteors out of the sky. While one meteorite did strike one of the towers of the village, He-Man was able to save it before it collapsed and caused severe damage.

CITY OF DARMI

1983 FILMATION MOTU ANIMATED SERIES
A Romanesque city on the planet Mezir, Darmi lay in ruins as the result of a devastating war. Only the remaining few survivors, who called themselves the Darmi, populated the city's ruins. Instead of using their wealth and energy to rebuild, they occupied their time placing wagers on gladiatorial games held in the city's arena.

CITY OF DIOGO

1984 UK WORLD MOTU ANNUALS
The city of Diogo was one of Brakk's secret bases located in the Bogula range on the planet of Denebria.

CITY OF EMERALDS

1984 UK WORLD MOTU ANNUALS
The hidden City of Emeralds could only be accessed through an underground tunnel. Every building in this extremely wealthy city was constructed with beautiful emeralds. The city was peaceful and totally independent from the rest of Eternia. Its ruler lived in a palace full of emeralds, surrounded by a beautiful garden that contained a marvelous waterfall tumbling gently over the rock like emeralds to form a natural swimming pool below. Around the swimming pool sat musicians who played music on emerald-studded instruments. The ruler was obsessed with wealth and would do anything to acquire more of it.

CITY OF ETERNOS: SEE ETERNOS

CITY OF MARAIS

1984 UK WORLD MOTU ANNUALS
The city of Marais was located within the kingdom of Primus, east of the city of Primus. Marais was a desolate city full of nothing but foul-smelling mud and quicksand. A very small few called Marais their home, living in huts atop one of the two outcroppings of rock. Marais was known for its long steel bridge that stretched from the huts to solid ground higher above sea level. When the rock beneath the huts began to sink, He-Man was summoned to help the people move to the safety of the higher rock.

CITY OF MERLANTIS

1984 UK MOTU COMIC MAGAZINES
The city of Merlantis was an underwater city that had been enslaved by Skeletor and Mer-Man. The glass-dome protected city was invaded by the two villains in a plot to lure He-Man into a trap. While Mer-Man enslaved the Merlanteans with his mind-control powers, Skeletor created a scheme that turned Queen Marlena to stone, a spell that could be cured by a rare serum found only in Merlantis. When He-Man and Man-At-Arms arrived at Merlantis in search of the cure, they were caught in a trap that seemed certain to lead to their destruction. However, they managed to break Mer-Man's hold on the Merlanteans, who rebelled against Skeletor and Mer-Man. After driving the villains from the city, the heroes were given the serum by the Merlanteans.

CITY OF NAGAR

1984 UK WORLD MOTU ANNUALS
Nagar was a city of soldiers located in the kingdom of Mygayan. Representatives of this city were members of the Enchanted Five.

CITY OF OLYMPIC

1984 UK WORLD MOTU ANNUALS
An ancient city located on the continent of Oxal in the southern region of Primus, Olympic was known as the home of the Galactic Guardian Vizar.

CITY OF OMNOR

1984 UK WORLD MOTU ANNUALS
The underground city of Omnor was located in the Tamir Region of the planet Primus. It was known for being the home of the Galactic Guardian Tesma and the location of the Inner Council members who governed the planet's defensive force field.

CITY OF ORCA

[illegible] UK WORLD (MOTU ANNUAL) & [illegible] (MOTU CLASSICS)
The city of Orca was a great domed, undersea city located near the small island of Tikai in the Guardian Sea on the planet Primus. Orca was the home of the Galactic Guardian Hydron.

CITY OF SOMNAL

[illegible] UK WORLD (POP ANNUAL)
The City of Somnal was a large city several hours away from the Whispering Woods on the planet Etheria. Somnal was known for its prison, where the Horde sent many captured Rebels.

CITY OF THE ANCIENTS

[illegible] FILMATION (MOTU ANIMATED SERIES)
Located deep within the jungles of Eternia and undiscovered for many years, the City of the Ancients was a beautiful sight to behold. The exterior was golden, with only a few notable structures outside, as much of the city itself was located inside. The spirits of its last rulers, Damos and Tyrella, still resided within the city, trapped within the Medallion of Power stored at the end of a seldom-known passageway.

CITY OF THE GIANTS

[illegible] [illegible] (MOTU AUDIO PLAYS)
After they left their home world, the giants settled on Eternia and built a large city. The buildings seemed to be made of glass, and a temple containing the giants' sanctuary stood in the city's center. When they returned to their own planet three hundred years later, the giants destroyed their city and the surrounding area, thus creating the Sands of Time. In modern times, only ruins remained of the giant city as well as a time machine that eventually crumbled to dust from age after it was reactivated for a few minutes.

CITY OF THE MER-PEOPLE

[illegible] UK WORLD (MOTU ANNUAL)
An unnamed, underwater city located in the depths of the Eternian Sea was the home of the peaceful Mer-People. The city was a magical place where land dwellers could breathe underwater. When Skeletor conquered the city, he put Mer-Man in charge, forcing the Mer-People to continue unceasing singing to lure Eternia's fishermen into the sea and drag them down to the city to be enslaved. When one of the Mer-People called the Mermaid lured He-Man and Man-At-Arms to the city, they helped her defeat Mer-Man and free the enslaved fishermen.

CITY OF TIME

[illegible] UK WORLD (POP ANNUAL)
The city of Time was a heavily fortified city surrounded by huge walls and located upon great plains bordered by the Snowy Mountains of Tahoe. Time was ruled by the jolly King Malo. When She-Ra visited the city, Hordak and Shadow Weaver horsenapped Swift Wind from the city's stables. The two evil beings intended to sacrifice Swift Wind to the evil Zin in order to gain the help of his legions against the Great Rebellion. Thanks to the fragrant flowers that grew in this area, She-Ra and Madame Razz quickly learned of Swift Wind's location, and Hordak's scheme was foiled.

CITY OF WISDOM

[illegible] FILMATION (MOTU ANIMATED SERIES)
The giant city-sized university known as the City of Wisdom educated the affluent youth of Eternia. The City of Wisdom was where Teela trained to become Captain of the Guard and where [illegible] and Mallek honed his skills in magic. The City of Wisdom's grounds featured large scenic gardens and pathways between its domed buildings.

CITY OF WIZAM

[illegible] UK WORLD (POP ANNUAL)
The city of Wizam was a wizard city located in the kingdom of Mystacor. Representatives of Wizam attended the Enchanted Tree party.

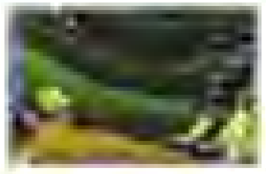
CITY OF ZOR

[illegible] UK WORLD (MOTU ANNUAL)
The city of Zor was an ancient city known at one time for being the home of prominent kings and queens of Eternia's ancient past. Long after it became only ruins, Skeletor had once established a base in the city's old museum.

CLAW ROCK

[illegible] FILMATION (POP ANIMATED SERIES)
Located on the outskirts of the Vine Jungle, Claw Rock was a convenient meeting place for anyone planning to travel through the Vine Jungle together.

COLONIA



[illegible] FILMATION (POP ANIMATED SERIES)
The small village of Colonia was robbed of its food by the Horde, which was trying to starve the villagers out. The small community located in the woods lived mostly in tents and relied heavily on the Great Rebellion. She-Ra was able to return their stolen food after she and Glimmer raided a Horde warehouse.

CONCERT STAR

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Concert Star was an entertainment spacecraft owned by Sorasy. It hosted [illegible] and concerts for the people of the Tri-Solar Galaxy.

CONTINENT OF MIDA

1984 UK WORLD MOTU ANNUALS
The continent of Mida was the eastern continent on the planet of Primus. It was known for being the home of Galactic Guardian Nocturna.

CONTINENT OF OPAL

1984 UK WORLD MOTU ANNUALS
The continent of Opal was the western continent of the planet Primus. The ancient city of Opalopic, home of Galactic Guardian Mam, was located in the southern region of this continent.

CORAL CAVERNS

1983 FILMATION MOTU ANIMATED SERIES
The Coral Caverns, located in the Harmony Sea, were the jungle-lined lair of the Coral Creature. The caverns themselves were only accessible by a long underwater tunnel.

CORAL PALACE

1986 UK POP COMIC MAGAZINES
The Coral Palace was the home of [illegible] deep beneath the seas of Etheria.

CORNFIELDS

1983 FILMATION MOTU ANIMATED SERIES
The Cornfields were located on the Fertile Plains near the Eternos Royal Palace. Under the care of [illegible] and his son [illegible], the Cornfields produced a great crop to feed people throughout Eternia.

CORRIDORS OF LITHOS

2002 MOTU YOUNG PREQUEL / 2002 MOTU ANIMATED SERIES
The Corridors of Lithos was a vast labyrinth of canyons with stony maze-like rock formations stretching as far as the eye could see. The area was located somewhere in the Light Hemisphere and was dotted with a myriad of caves. Random gales of powerful wind occasionally gusted through the labyrinth, kicking up large plumes of sand that made traversing the canyons more difficult. In Eternia's ancient past, King Grayskull traveled across the maze on the back of his giant lion in a journey to find the power to defeat Hordak. Many years later, Queen Marlena's transport ship crashed in the Corridors of Lithos almost due [illegible], forcing her to seek shelter in caves. She remembered visiting with a young Adam and Cringer. Battle Cat's memory of the caves also helped him lead King Randor to find Queen Marlena and rescue her from the Snake Men.

2008 MOTU CLASSICS
In Classics continuity, the corridors were still a labyrinth but it was now located in the Dark Hemisphere. The exiled Prince Keldor saved a young Sabre cat from a hunter's pit in the Corridors of Lithos, and the two later became Skeletor and his steed Panthor.

In ancient times, the Corridors of Lithos were located in the southwestern corner of the Snake Territory of Preternia, near the Mountains of Doom that formed the border with the territory of the Fire People.

COSMIC OBSERVATION WARD

1984 GERMAN MOTU AUDIO PLAYS
The Cosmic Observation Ward was a satellite orbiting the planet Eternia. Built by Man-At-Arms and capable of looking far into the depths of space, the observatory could be reached with the Talon Fighter.

COSMIC POOL

1986 UK MOTU COMIC MAGAZINES
The Cosmic Pool was hidden deep within the tunnels far beneath Snake Mountain. It acted as a border between Eternia and the Timeless Dimension into which the Snake Men had been cast by the Elders centuries before. If the pool was fed with magic power, the barrier between the two dimensions would be breached.

When Skeletor fed the Cosmic Pool with magic from his Havoc Staff, a huge turning point in Eternia's history occurred, as King Hiss was unleashed from the timeless prison to threaten present-day Eternia. King Hiss used his own magic to free two of his henchmen, Tung Lashor and Rattlor, but He-Man plugged the Cosmic Pool with a stalagmite before any more Snake Men could be freed.

Later, King Hiss was to return to the Cosmic Pool and combine his powers with those of Skeletor and Evil-Lyn in order to release two more Snake Men, Snakeweb and Snake Face.

COSMIC WELL

[illegible] UK PRINCESS OF POWER MAGAZINE

The Cosmic Well was a legendary but mysterious location on Etheria. Clues to its whereabouts were contained in a riddle that said it could be found "on the highest mountain and at the foot of the world." She-Ra and the Rebels had to find the Cosmic Well when Horde Prime began searching for the Sword of Evil. To prevent him from obtaining it, Light Hope instructed She-Ra to take the half of the sword that was hidden at Crystal Castle and destroy it by casting it into the Cosmic Well.

She-Ra and the Rebels managed to work out that the Cosmic Well must be located on a mountain deep beneath the sea. Mermista felt she knew the mountain in question, so she guided them to the well's location, where they fell under attack from Skeletor, who stole the sword from She-Ra before she could dispose of it.

CRELUS

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Crelus was widely believed to be a dead planet, but it was actually the home of Hoot the Blacksmith.

[illegible] MOTU CLASSICS

Crelus was a yellow planet located inside the Horde Empire's space of the Demian Dimension. Its shape was unusual in that it was an oval instead of a sphere.

COUNT MARZO'S CASTLE

[illegible] FILMATION MOTU ANIMATED SERIES

Count Marzo's Castle was a large, imposing stronghold with ramparts and turrets, although he appeared to be the only being that dwelled within it. Inside the castle was royally decorated, with pictures of Count Marzo himself hanging on the walls.

CRAGMOOR NARROWS

[illegible] FILMATION MOTU ANIMATED SERIES

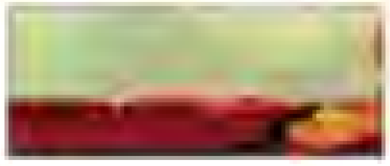
Located near the Crystal Mountains, the Cragmoor Narrows were identifiable by the treacherous, purple-hued peaks surrounding two towering mountains with a narrow gap between them.

CRIMSON VALLEY

[illegible] FILMATION MOTU ANIMATED SERIES

A mysterious and atmospheric mountainous wasteland, the Crimson Valley was named after its crimson-hued terrain. The Crimson Valley was also known as the Chamber of Darkness, in which Dark Dream had been exiled.

CRIMSON WASTES



OTHER NAMES
Crimson Waste

[illegible] UK WORLD POP ANNUALS

In the World annuals, the Crimson Waste was a large, bleak, and desolate desert ruled by the Evil Horde. It was located northwest of the Whispering Woods and described as having scorched red earth that lay flat like a vast red carpet.

[illegible] FILMATION POP ANIMATED SERIES

The Crimson Wastes were a desert region on Etheria where Hurricane challenged She-Ra to battle. Within the region were rocky columns and hilly peaks ideal for setting traps and ambushes.

[illegible] UK POP COMIC MAGAZINE

The Crimson Wastes were a vast and lifeless stretch of desert land. Amid the unbearable heat of the desert, several nomadic tribes roamed the land under the constant threat of the Horde, who plundered many caravans and left desert travelers hungry and penniless. The Horde's desert faction operated from an ancient fort, all that remained of a once-great city that was swallowed by the Wastes many years ago. The lead Hordesman in the desert regions was the infamous Count Sneer, and his fort was guarded by evil Sand Devils.

The one saving grace of the Crimson Wastes was the mysterious and mighty desert rider known as the Crimson Fury. He patrolled the desert with his ally Tylon, defending the desert travelers against the Horde attacks. He was Count Sneer's archenemy, and the Horde were unable to capture him.

[illegible] MOTU CLASSICS

In the Classics continuity, the Crimson Waste was the arid desert kingdom of the ruthless Scorpia on the planet Etheria. Scorpia surrendered her realm to the conquering Horde, hoping to keep Hordak as an ally rather than an enemy. Scorpia ruled the Crimson Waste from her fortress of Scorpion Hill. When the Horde eventually left Etheria in order to conquer Eternia, Scorpia remained on Etheria to continue ruling the Crimson Waste and planned to conquer all of Etheria as well.

CROSSROADS OF ALL UNIVERSES

[illegible] FILMATION MOTU ANIMATED SERIES

The Crossroads of All Universes was a mind-boggling multicolored endless void. Its imagery made little sense to the human eye, with worlds and dimensions appearing all at once in defiance of both magic and science. An individual might encounter the crossroads when traveling dimensions at great speed.

[illegible] MOTU CLASSICS

The Crossroads of All Universes was a section of space-time through which Skeletor sent He-Man after erasing his memory and exiling him from Eternia. He-Man survived his passage through the crossroads and landed on the planet Oxandus, which was fortunately still located inside the Eternian Dimension and not far from his home on planet Eternia.

CRYSTAL CASTLE

1985 FILMATION POP ANIMATED SERIES

The Crystal Castle was a mystic fortress high atop Skydancer Mountain on Etheria. Its guardian was the entity Light Hope and it served as a refuge and place of power for She-Ra. The castle held the secrets of the Etherian founders, the First Ones.

1985 POP MINICOMICS

In the *Princess of Power* minicomics, Crystal Castle was a magnificent pink fortress located high atop Skydancer Mountain on Etheria. She-Ra and the members of the Great Rebellion often used the castle as a place of refuge and spent much time there.

The being of pure light known as Light Hope dwelled within Crystal Castle and assisted them for countless years. There was great power to be found within Crystal Castle, and Catra often expressed a desire to obtain it.

1985 GOLDEN POP BOOKS

The Golden books depicted the Crystal Castle as She-Ra's home, hidden from all but her allies. It was magically created from pink crystals, and the only way to gain entrance was by unlocking it with the Sword of Protection.

1985 LADYBIRD POP BOOKS

Unlike most other canons, the Ladybird books did not portray the Crystal Castle as hidden from view.

1986 UK WORLD POP ANNUALS

In the World annuals the Crystal Castle was hidden from all save She-Ra herself and He-Man.

1986 GERMAN POP AUDIO PLAYS

The German audio plays offered a very different look at the Crystal Castle. Home of Adora, the Crystal Castle was built in the most beautiful location on Etheria and shone in the sunlight like a jewel. Despite having their own palaces, Adora's friends would all forget as long as possible at the magnificent fortress. It was the source of Adora's power to become She-Ra, and the castle, in turn, drew its power from the Circle of Promise.

Catra, as in some other canons, wished to attain the Crystal Castle. Once, she hung magic symbols inside the castle which prevented Adora from using her powers, and when Catra reshaped the Circle of Promise into a question mark, the castle lost its shine.

1986 UK POP COMIC MAGAZINES

In the UK comics, the Crystal Castle was an ancient structure which could appear anywhere on Etheria that Light Hope desired. It shared a magical connection with Castle Grayskull on Eternia. It was said that, once the Horde had been banished from Etheria, the Crystal Castle's beauty would become visible for all to see.

2009 MOTU CLASSICS

In a departure from other incarnations, the *Classics* canon stated that Light Hope had built the Crystal Castle to act as a symbol of protection over Etheria's magic from the growing evil embodied by the Horde.

CRYSTAL CAVE

[illegible] FILMATION HE-MAN ANIMATED SERIES
The Crystal Cave was a [illegible] cavern at the center of [illegible] that housed the [illegible]. Crystalline [illegible] guarded the outer [illegible] and protected the [illegible] within the inner [illegible].

CRYSTAL CAVERN

[illegible] UK MOTU MAGAZINES
The Crystal Cavern was a mystical cave on the planet Eternia. The [illegible] had to return to the cavern at every new moon in order to recharge their powers.

CRYSTAL CAVES

[illegible] FILMATION MOTU ANIMATED SERIES
The Crystal Caves were home to the legendary singing crystals. The bright crystals sang and made beautiful sounds when touched. The cave was not without its dangers, however, because if a crystal shattered, it produced a blinding flash that could temporarily damage any onlooker's eyesight. In addition, the only entrance to the caves was across a rickety [illegible] bridge hanging above a steep gorge.

CRYSTAL CHAMBER

OTHER NAMES
Crystal Chambers

[illegible] GOLDEN MOTU BOOKS
The Crystal Chamber was a room hidden within Castle Grayskull and the resting place of the Orb of All Wisdom (the Crystal of Knowledge in some [illegible]). The only way to access the chamber was through magic. The Crystal of Knowledge was located in the center of the chamber while the Orb of All Wisdom was [illegible] away to be locked in an underground vault.

[illegible] 200X MOTU COMIC
Known in the later canon as the Crystal Chambers, this was a [illegible] large place [illegible] deep beneath Castle Grayskull, containing bright blue crystals all around it that acted as platforms. It is unknown how long was the drop into the black chasm if one were to fall from any of those crystal platforms.

The Orb of the Elders was located inside these chambers, which [illegible] the Power of the Elders inside. King Hiss was able to attack Castle Grayskull and enter the Crystal Chambers, saying he would feel the Elders' power and [illegible]. But Zodak confronted the villain, receiving a magical energy boost from the Elders when he called upon their name, in order to defeat King Hiss.

[illegible] MOTU CLASSICS
The Crystal Chamber in Classics was [illegible] to the [illegible] of Grayskull, as it became a vast cavern beneath the castle. The Council of Elders used the chamber to store the Great Orb in which they [illegible] their powers. The chamber was directly connected to the planet's core and the [illegible] that [illegible] [illegible] of the [illegible] Crystal [illegible]. When Prince Adam [illegible] the Power of Grayskull, the Sword of He [illegible] with the Great Orb in the Crystal Chamber to transform him into He-Man.

CRYSTAL FALLS

[illegible]
[illegible] for She-Ra and her friends!

[illegible] FILMATION POP ANIMATED SERIES
The beautiful Crystal Falls was home to [illegible] the planet Etheria. Lush woodlands, flowers, and fruit-bearing trees surrounded the crystal clear water and softly flowing falls.

[illegible] POP MINICOMICS
In the minicomics, the Crystal Falls was a beautiful waterfall structure with a glistening pool where [illegible] spent a good deal of her time.

[illegible] UK POP COMIC MAGAZINES
Crystal Falls was one of the most beautiful and mysterious places on Etheria in the UK comic magazines. Water flowed from a lovely [illegible] and cascaded into [illegible] shaped pools. The falls had the power to rejuvenate all who bathed in its mystical waters.

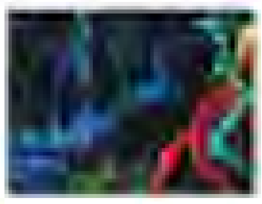
It later became the home of the Whispa, tiny beings of light whom She-Ra brought to live at the falls after their [illegible] home was destroyed.

[illegible] GERMAN POP AUDIO PLAYS
In the German audio plays, the aptly named Crystal Falls was located inside Crystal Castle itself. Because of its magic powers, no one with bad thoughts could do evil within the castle. Despite this, [illegible] managed to use a magical potion to temporarily turn Crystal Falls into a [illegible] until she was [illegible] out of Crystal Castle.

[illegible] MOTU CLASSICS
In the Classics canon, the Crystal Falls was a hidden sanctuary of [illegible], who was [illegible] as the water [illegible] of Etheria.

LOCATIONS

CRYSTAL FOREST



[illegible] FILMATION MOTU ANIMATED SERIES
Although named the Crystal Forest, the location bore more of a resemblance to the Evergreen Forest. It was full of twisted trees and lichen-like..., as well as lush plant life. The Cave Dwellers and the Tree People called this unique location home.

CRYSTAL LIGHT BARRIER

[illegible] POP MINICOMICS
The Crystal Light Barrier was a dimensional gate on Etheria through which one could enter into Crystal World.

CRYSTAL MINES

[illegible] FILMATION POP ANIMATED SERIES
The Horde-controlled Crystal Mines were located in Etheria's Crystal Mountains. Heavy beams supported the old mines, where shards of crystal filled large containers.

CRYSTAL MOUNTAIN

[illegible] FILMATION MOTU ANIMATED SERIES
Near the Crystal Sea and the Lake of the Lost, the Crystal Mountain was made up of naturally occurring crystal formations.

[illegible] LADYBIRD MOTU BOOKS
In the Ladybird books, the Crystal Mountain was a gleaming, sharp peak located in the frozen north of Eternia. Its exact location was a mystery, but it could be found with magical help. He-Man discovered it using the magical Lodestone. Crystal Mountain contained a chamber that was the home of the Wise Men of the Snow Giants. From them, He-Man received the antidote that would reverse the effects of the Curse of Crystal Mountain, which had been inflicted upon Queen Marlena.

CRYSTAL MOUNTAINS (I)

[illegible] FILMATION MOTU ANIMATED SERIES
The Crystal Mountains were an extremely beautiful yet dangerous part of Eternia. The treacherously icy mountainscape hid many dangers, and there was an almost lifeless atmosphere in the region.

CRYSTAL MOUNTAINS (II)

[illegible] UK MOTU COMIC MAGAZINES
The Crystal Mountains were located next to the Rainbow Valley, where Stratos lured He-Man so that Skeletor could ambush him with his new weapon, the Cosmic Converter.

CRYSTAL SEA

[illegible] FILMATION MOTU ANIMATED SERIES
Located in the north of Eternia, the Crystal Sea was home to all manner of monsters, including Shadow Beasts. It was also home to the Oracle of the Crystal Sea, who could see into the past. It was in the Oracle's cave that Teela came to find the truth about her mother. The Crystal Sea was also home to Mer-Man and the sea demon, Bubbul, which Mer-Man summoned with the Crimson Pearl and to whom he had to sacrifice a prince.

The Crystal Sea was made up of large areas of quartz crystal growing from the ground in all manner of shapes and sizes.

CRYSTAL SHRINE

[illegible] SUMMER EDGAR MOTU COMICS
Built by the Mages of the... many thousands of years ago, the Crystal Shrine was hidden within what would later be part of the territory of the Evil Horde on Eternia. Preserved on an altar inside of the ancient, glowing temple was Gargon, the Sword of Doom, protected by humming crystals that paralyzed anyone who tried to pass them.

CRYSTAL TEMPLE

[illegible] MOTU CLASSICS
The Crystal Temple was a mysterious citadel located near the Caligar Palace in Subternia, the underground world inside the planet Eternia.

CRYSTAL VALLEY

[illegible] UK MOTU COMIC MAGAZINES
The Crystal Valley was an area close to the Crystal Mountains where all the rocks were made of crystal. When He-Man was brainwashed and made Skeletor's slave by the *Cosmic Converter* device, Fisto lured He-Man there and tricked him into firing a blast from his sword at the Fisto so that the crystal would reflect the blast back at He-Man and restore his mind.

CRYSTAL WORLD

[illegible] POP MINICOMICS
Crystal World was a strange and wondrous land made up entirely of colored crystals and inhabited by winged, crystalline horses, the world's guardians. Any living thing that made contact with the ground on Crystal World was transformed into living crystal, which was how Swift Wind became Crystal Swift Wind.

The Crystal World dimension could be reached via a dimensional portal called the Crystal Light Barrier, located on the planet Etheria.

DACTIS

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Dactis was a barren planet in the Tri-Solar System in the quadrant B 2.

DAM OF DESPAIR

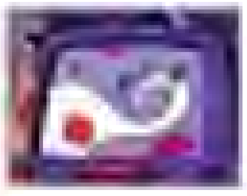
1984 UK WORLD MOTU ANNUAL
The Dam of Despair was a dam along the Rainbow River, built by the Evil Horde from dead trees, metal, wire, glass, wrecked machinery, stones, and the bones of some unknown giant fish. On one side of the dam, the river flowed bright and clear as it entered, but when the waters came out again, they were black and polluted. With the combined efforts of technology and magic, the humanoid Dugle was able to restore the river to its former glory.

DAM OF THE ANCIENTS

1985 FILMATION MOTU ANIMATED SERIES
Located directly next to the Fertile Plains, the Dam of the Ancients was an extremely large dam, ornate but incredibly dense and powerful.

DARK DIMENSION (I)

1983 FILMATION MOTU ANIMATED SERIES
The Dark Dimension moved very close to Eternia—so close its proximity helped keep the delicate balance between science and sorcery on Eternia. Within the Dark Dimension, Dalmar ruled his demon hordes. When the barrier weakened, the balance between science and sorcery was skewed, leading to very strange events occurring on Eternia.



DARK DIMENSION (II)

1986 UK MOTU COMIC MAGAZINE
The Dark Dimension was an evil dimension into which Skeletor was sent by Horde Prime to learn the ways of the black arts. Skeletor spent a long time in the Dark Dimension, and it was here that he became an expert in the use of the black arts. When he returned to Horde Prime's service, he began his new program of universal domination.

DANGER ROOM

1986 UK MOTU COMIC MAGAZINE
The Danger Room was a chamber on the Horde Trooper Factory on Etheria where the Troopers were tested to make sure they were made up to standard.

DANZIG

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Danzig was a planet in the Tri-Solar Galaxy that sent vital supplies to Primus. The planet itself was barren, with the exception of the capital city, a large, heavily fortified dome.

DARIUS 7

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Darius 7, a planet in the Tri-Solar Galaxy, was the home planet of Helm.

DARK EDGE

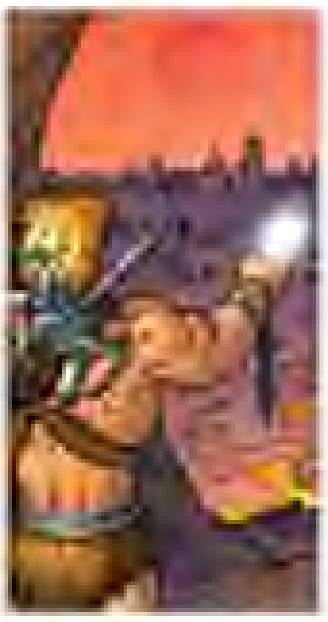
2008 MOTU CLASSICS
The Dark Edge was the border of the Horde-occupied territory on the planet Etheria's western-most landmass. The Dark Edge bordered the sinister Valley of the Lost, where even Horde forces did not dare to tread.

DARK FOREST

1985 POP MINICOMICS
The Dark Forest was a foreboding woodland area located on Etheria. The Dark Forest was magical in nature, and rumors said that the hearts of those who entered the forbidden wood would be gripped with evil gloom forever. The Dark Forest had a hypnotic effect on its victims and lured curious souls into its dark confines.

DARK HEMISPHERE

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The Dark Hemisphere was an expansive region covering half of the planet Eternia, robbed of its light by the Spell of Separation, a powerful incantation invoked long ago by Hordak at the Well of Darkness using the Triad of Obsidium. The Evil Horde's ruthless leader coveted the land, assuming his evil legions would thrive there and one day conquer the realm of light. When the spell started to split the entire planet in half, Hordak ordered his minion Whiplash to stop midway.



The Hemisphere's border lay on the location of the wall, where green grass gave way to a blighted rocky landscape. The once-lush forests surrounding the city of Eternos were converted to desert as a result of the spell's destructive forces. The Dark Hemisphere also contained the Sands of Fire, a plain of sand dunes hurling large balls of flame into a starry sky choked by ash and smoke from Mount Swarthrum and other volcanoes in the Sands of Doom. Great rivers of molten lava flowed through much of the region, dominated by the terrifying stone visage of Snake Mountain, an impregnable fortress used by King Hiss and later Skeletor to launch campaigns of conquest against Eternia's Light Hemisphere. Beast Man summoned many of the exotic and dangerous creatures inhabiting the planet's dark half to aid the Overlord of Evil, including Shadow Beasts, Scorpidrakes and griffins. To protect the Light Hemisphere, Man-At-Arms and the Sorceress created the Mystic Wall, a magical barrier that prevented passage between the two hemispheres for many years—until Skeletor breached it with a weapon powered by the Cold Fire Crystal.

2008 MOTU CLASSICS
The Dark Hemisphere was the home of various villains on Eternia in the Classics canon, especially for creatures and places that were not included in the 2002 Mike Young Productions animated series. The Dark Hemisphere was home to the witch Grakon, and Batros's tree-hollow race of half-man, half-bat pirates. It was also the location of Fonda, the kingdom ruled by Goldor from his fortress on Ogre Mountain. Not all inhabitants of the Dark Hemisphere were outright villains, as Granamyr's dragon Kingdom of Darksmoke was also located there.

The suffering of peoples in the Dark Hemisphere during King Miro's reign motivated Count Marzo to stage his uprising against Miro so that he could rule Eternia instead. Mantor Shadow Beasts (became) inhabitants of the Dark Hemisphere as well.

DARK MOON

OTHER NAMES
Darkmoon

[illegible] FILMATION MOTU ANIMATED SERIES
The Dark Moon was always positioned in the sky over Snake Mountain when viewed from Eternia. Its inhabitants lived hard and unhappy lives due to being permanently in the shadow of Skeletor. King Bothn, the moon's hardened leader, was at heart a good man but inclined to be distrustful of outsiders. He had previously received help from King Randor and Queen Marlena, and therefore trusted Prince Adam. As the people of the Bright Moon were happy to help those of the Dark Moon, the two tribes signed a treaty of friendship. However, Skeletor almost succeeded in stirring up war between the Dark and Bright Moons after causing a series of disasters on the Dark Moon, for which he framed the people of the Bright Moon. This made King Bothn angry and he destroyed the treaty. After He-Man exposed Skeletor's scheme, the people of the Dark Moon signed a renewed treaty, pledging continued friendship and support.

[illegible] MOTU CLASSICS
In Classics, Darkmoon was the purple moon of the planet Eternia. Inside the Eternian Dimension, Darkmoon was located in the shadow of Eternia's Dark Hemisphere and was Eternia's second smallest natural satellite.

DARK MOUNTAIN

[illegible] FILMATION MOTU ANIMATED SERIES
When the evil sorcerer Morgoth threatened to return to Eternia, He-Man and the Sorceress waited for him at Dark Mountain, a ruined ancient city where the Wheel of Fire appeared in the sky allowing Morgoth to return to Eternia.

DARK MOUNTAINS

[illegible] UK WORLD POP ANNUALS
The Dark Mountains were an extremely tall mountain range on the planet of Eternia, eternally covered in darkness. They were near the dreaded Flight Zone, and Hordak's allies who lived in the mountains would happily serve him.

DARK OBELISK

[illegible] FILMATION MOTU ANIMATED SERIES
Located on Eternia's Dark Side, the Dark Obelisk stood alone in an uninhabited plain. Upon the structure were ancient writings. When the correct spell was cast, the Dark Obelisk exploded in a flash of white light, revealing the treacherous dragon Shadow Wing.

DARK POOL

[illegible] LADYBIRD MOTU BOOKS
The Dark Pool was a dangerous part of the Whispering Woods where even the most adventurous persons never ventured. The pool could be found in a hollow surrounded by bare and twisted trees. It was covered in slime and poisonous moss while the branches of the surrounding trees reached out over the pool in a tangled mass so thick that the sun couldn't shine through. No birds chirruped, and no breeze rippled the pool's blackened, bottomless water. Streamers of mist were the only things that moved in the half-light. A hidden beast waited there, crouching deep below the surface.

DARK SEA

[illegible] DC MOTU COMICS
The Dark Sea was home to some of the most terrifying creatures on Eternia. Deep within the Dark Sea was the Black Pit, in which powerful magic created a dimensional rift between Eternia and the planet Earth.

DARK SIDE OF ETERNIA

[illegible] FILMATION MOTU ANIMATED SERIES
Battlor was said to have hailed from the Dark Side of Eternia in the cartoon series.

[illegible] GOLDEN MOTU BOOKS
In the Golden Books, the Dark Side of Eternia was the eastern continent of the planet of Eternia, not the entire hemisphere as in the 2002 continuity. The Dark Side began to the east of the Borderlands and was cursed to remain in eternal darkness around the time the original Mystic Wall was erected. Snake Mountain was located in the Dark Side of Eternia.

SEE ALSO: ETERNIA

DARK SIDE OF NORDOR

[illegible]
The Dark Side of Nordor was a place that even the Mutants feared. It was said that nothing ever returned from the moon's Dark Side.

DARK STAR

[illegible]
The Dark Star was a distant exploding sun that had to align with the two Eternian moons in order for the two halves of the Power Sword to be merged so that the weapon's full magical potential could be unleashed.

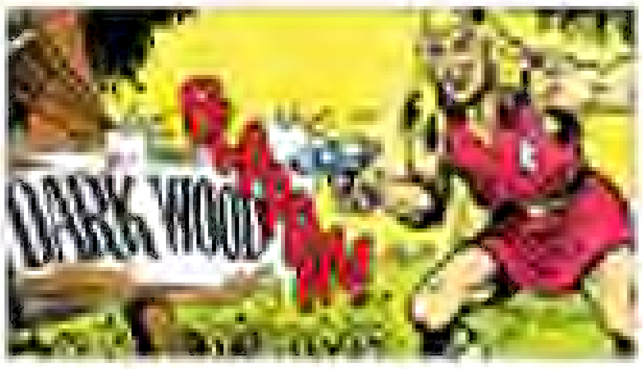
[illegible] UK MOTU MAGAZINES
In the UK Masters of the Universe magazines, the Dark Star was a rogue sun. Its orbit crossed the Eternian solar system only once every ten thousand years. Its negative energy field radiated immense evil and, when amplified through one of Skeletor's horrific devices, caused unthinkable disasters to occur throughout Eternia, including the destruction of Snake Mountain, the Evergreen Forest, and the Eternal Towers.

DARK VOLCANO

[illegible] UK MOTU COMIC MAGAZINES

The Dark Volcano was a powerful volcano which Hordak intended to use in a scheme to overcome Eternia. He sent He-Man, possessed by the power of the Slime of Evil, to destroy the volcano and bring about an earthquake, but Man-At-Arms managed to manipulate events so that the volcano's heat dried the slime on He-Man's body and returned him to normal.

DARK WOOD



[illegible] UK MOTU COMIC MAGAZINES

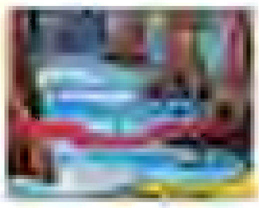
The Dark Wood was located on the border of the Green Zone on Eternia. As Roboto patrolled through the Dark Wood, he stumbled upon the first victim of Hordak's Slime Pit: an innocent peasant who had been turned evil by being drenched in the Slime of Evil.

DARKLANDS

[illegible] FILMATION MOTU ANIMATED SERIES

One of the most feared areas on all of Eternia, the Darklands were primarily made up of dense jungle that reached underground. [illegible] the landmass was a vast, never-ending setting of impenetrable [illegible]. Within the Darklands, the wizard [illegible] with his daughter [illegible] and his Reptile Men in his palace. They guarded the Crimson [illegible], a great red heart kept in a case.

DARKMOOR



[illegible] STAR COMICS MOTU COMICS

Darkmoor was a region filled with foul, smelling swamps. The [illegible] and the Glass Grotto were located there, and one of the three pieces of the Crystal Shield of Protection was hidden there.

DARKMOR MOUNTAINS

[illegible] UK WORLD MOTU ANNUALS

The Darkmor Mountains were home to the Queen of the Golden Dragons. They were known for a powerful mineral called Zatonite, which could allow Hordak to detect his enemies.

DARKSMOKE

[illegible] FILMATION MOTU ANIMATED SERIES

Located deep within the Ice Mountains, the domed building known as Darksmoke was the home to the Dragons of Darksmoke and their lord Granamyr, the oldest and wisest of the dragons. Darksmoke sat atop a frozen peak in the Ice Mountains at the end of a great bridge extending over the treacherous region. Behind the dome's ornately patterned doors was a treasure trove guarded by dragon fire. Granamyr appeared to sleep within his large fire pit, the source of his great magic, and rose up only to receive his guests. A secret doorway in the floor of the main chamber led to the Pit of Shadows.

[illegible] MOTU CLASSICS

In Classics, Darksmoke was again the mountain fortress of Granamyr and his dragons; however, it was situated in the planet's Dark Hemisphere. During the Great Wars on Preternia, the dragons fought epic battles against the [illegible] led by King Grayskull until the [illegible]. Although [illegible], the dragons did not appear to take part in further conflicts between the humans, the Snake Men, and the Evil Horde.

Thousands of years later, the champion He-Man came to Darksmoke to seek Granamyr's help after an evil spell had turned Man-At-Arms into glass. Granamyr tested He-Man and found him worthy to receive his help and friendship.

DEAD SEA

[illegible] UK WORLD MOTU ANNUALS

The Dead Sea was a dark and gloomy Eternian sea frequented by Mer-Man. It was there he found a poisonous [illegible] in a bottle.

DEAD ZONE

[illegible] UK [illegible] COMIC MAGAZINES

The Dead Zone was located in the [illegible] of one of Eternia's largest active volcanoes. No life forms could exist there except for strange plants called the Ghost Blossoms.

DEATH CHANNEL

[illegible] MOTU CLASSICS

The Death Channel was a landform at the delta of the Blood River in the Dark Hemisphere of the planet Eternia.

DEATH CORALS

[illegible] STAR COMICS MOTU COMICS

The region known as the Death Corals got its name from the coral-like structures that covered its surface. No mortal man had ever set foot into this mysterious area. Skeletor built his enormous Pollen Transmitter on the Death Corals.

DEATH-GATE

[illegible] GOLDEN MOTU AUDIO BOOKS

When He-Man and Orko were searching for Man-At-Arms in the Sands of Time, they discovered a black gate shaped like a bird of prey's open beak. It had been set up by Skeletor as a trap so that everyone who walked through it was sent through time into Eternia's ancient past.

DELTOS 7

[illegible] UK MOTU COMIC MAGAZINES

Deltos 7 was an alien world which was incorporated into a scheme by the Intergalactic Law Agency to trap the notorious criminal [illegible] Nycoff. Nycoff received the news that a new Power Gem had been discovered and was being transported to Deltos 7 by a Spaceliner. Nycoff pursued the Spaceliner which was headed for Deltos 7, only to find himself trapped by the Intergalactic Law Agency once the Power Gem turned out to be fake.

LOCATIONS

DEMON DIMENSION

[illegible] UK MOTU COMIC MAGAZINE

The Demon Dimension, also referred to as the Netherworld, was the home of Tangra the Terrible. When He-Man's sword was affected by one of Skeletor's spells that caused Demon Gold Game to appear whenever he attempted to use the sword, Man-At-Arms traced the source of the trouble to the Demon Dimension. He-Man journeyed there through a portal in Castle Grayskull and encountered Tangra, who told him the truth about what had happened and even helped reverse the spell.

DEMON ZONE

[illegible] FILMATION MOTU ANIMATED SERIES

The Demon Zone was a maze-like labyrinth under Eternia ruled by Kasl, the king of the demons. Whiplash came from the Demon Zone as well. The only way to access it from Eternia's surface was through an entrance in the Mountains of Doom. Only twice a year could the gateway be opened from within the Demon Zone for the demons beneath Eternia.

DENEBRIA

[illegible] UK WORLD MOTU ANNUALS

Denebria was the sister planet of Primus in the World annuals. It was once as fertile and beautiful as Primus, but Denebria's greedy and corrupt rulers cared nothing for their planet and reduced it to a smoldering, overcrowded, rotten wilderness. By Primus' great-wealthier Denebria was slowly dying, growing poorer as it depleted its natural resources. Skeldt, the monstrous commander of Denebria's Mutant inhabitants, had begun to organize raids on the planet of Primus. As the raids grew bigger, war would soon break out between Primus and Denebria.

[illegible] GERMAN EHAPA MOTU COMICS

In the German Ehapa comics, Denebria was again Primus's sister planet and a former paradise once ruled by a parliament in its capital city of Denepolis. When the War Minister wanted to conquer Primus through the use of Virus Bombs, their spaceships crashed into each other right above Denepolis. The bombs destroyed the entire planet, turning it into a wasteland and the few survivors into Mutants. Denebria's moon was Nortor, which also served as the movable battle base for the Evil Mutants led by Skeldt.

[illegible] ITALIAN MAGIC BOY MAGAZINES

According to the Italian Magic Boy magazines, Denebria was once a civilized community, but corruption and a lack of respect for its ecology made it only a hollow place. The planet was utterly polluted by foul gas emissions and its main city was filled with corruption. Humans were kept as slaves and mind-groomed to obey Mutants. Outside of the city, Denebria was a dangerous place filled with swampy areas and vile creatures.

[illegible] HE-MAN MINICOMICS

In the He-Man minicomics, Denebria was a planet located in the Tri-Solar System near Primus. It was the inhospitable domain of the Evil Mutants, and some of its prominent locations were the Fog Zone, the Grospid Swamp, Rocks, and Slum World.

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

In the animated series, Denebria was the home planet of the Mutants. Once more the planet's history was vague, but it was still a dark, polluted world, some areas of which were still unexplored. Denebria had no true ruler and was largely a lawless place.

[illegible] MOTU CLASSICS

The Classics continuity retained Denebria's location in the Tri-Solar System of the Demon Dimension but also established it as part of the Horde Empire. Denebria was the home to Flogg and the Space Mutant Doom Squad. Flogg served the Horde Empire by attacking the planet Primus until he was recruited by Skeletor.

Denebria's harsh environment gave rise to many evil and often cowardly Mutant warriors who evolved to survive in its extreme biosphere. The dense fog of the polar region helped the Mutant Optikk develop his laser eyesight. The stinking Grospid Swamp was home to grotesque, scaly web-footed creatures, such as the Mutant Slush Head. The rocky desert region was home to rock-form creatures like the Mutant Karatti.

Denebria also included Gora Craters that provided enough cover to allow Flogg to establish a base inside one of them. Another of Flogg's bases was in the camp city of Drubo inside the planet's Regula region.

Denebria had one moon, Nortor, which was shaped like a giant skull.

DESERT

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The desert was a barren, desolate area of Primus. [illegible] the desert in [illegible] Skeletor, who complained about the heat there.

DESERT OF SILENT WINDS

[illegible] GOLDEN MOTU AUDIO PLAYS
Despite its name, the Desert of Silent Winds was actually quite noisy. Storms blew constantly, moving the sharp sand grains. The evil Magus transported Adam's sword into the desert, where the sands would only need one hour to grind it into dust. However, the sword was found and taken out of the desert by [illegible].

DESERT REGION OF DENEBRIA

[illegible] UK WORLD (MOTU ANNUAL)
The Desert Region of Denebria was the largest desert on the planet of Denebria. [illegible] Regula mountain range.

DESOLATE AREA

[illegible] FILMATION (MOTU/POP ANIMATED) CHRISTMAS SPECIAL
Located at the edge of the Frozen Area, Eternia's Desolate Area was composed of unique orange and purple formations on the ground, creating large, craggy rock circles.

DEVIL'S FALLS

[illegible] UK WORLD (MOTU ANNUAL)
Devil's Falls, located in the southwest of the kingdom of Eternia, was the site of one of the ancient He-Man's hidden lairs. The falls originated from a mountain so high that the humans could not see its peak among the clouds. Sunlight caught the falls' cascading waters, creating countless rainbows, and made the great pool at the bottom shimmer through the heavy mist.

At one time, Beast Man brought Prince Adam, abducted in his sleep, to Mer-Man, who imprisoned him in an airtight crystal cage under the falls. With the mysterious Zoar's help, Prince Adam magically regained his Sword of Power and transformed into He-Man in order to break himself free of the cage.

DEW DROP INN

[illegible] FILMATION (POP ANIMATED) SERIES
The Dew Drop Inn was a meeting place for villagers who discussed fighting the Horde and joining the Rebellion. The two-story inn was nicely decorated with a handsome white exterior.

DIMENSION OF DEATH

[illegible] GOLDEN MOTU AUDIO PLAYS
The Dimension of Death was the realm of all dead people. By using cosmic [illegible] dust, Skeletor was able to contact the long-deceased mage [illegible], who told him about the Ring of Absolute Power. According to the Sorceress, the ring would vanish into the Dimension of Death if He-Man could touch it before Skeletor.

DIMENSION OF DESPONDOS

OTHER NAME
Dark Dimension

[illegible] PRODUCTIONS (MOTU ANIMATED SERIES)
When Hordak tried to defeat King Grayskull, he summoned a portal to the horrible Dimension of Despondos. During the battle, King Grayskull reversed the spell and banished Hordak and his army to Despondos instead.

[illegible] MOTU CLASSICS
The Dimension of Despondos was the most sinister and evil of the Five Dimensions. Also known as the Dark Dimension, it was the location of the planet Etheria, where the magical being Light Hope settled after the Overlords of Trolla sent him to bring hope to the good people trapped in Despondos.

Despondos became the prison of many powerful beings exiled from the planet Eternia to the dimension of the same name during the many wars fought there. The evil Hordak and his Horde army were banished to Despondos by King Grayskull at the end of the Great Wars. Unable to return to [illegible] the power he craved on Eternia, Hordak eventually invaded the peaceful planet Etheria, although he would meet resistance to his rule there as well.

Still trying to gain access to the power on Eternia, Hordak created the Lord of Destruction Skeletor by fusing the injured Eternian prince Keldor with the Despondos native Demo-Man, in return for saving him.

LOCATIONS

[illegible]

DIMENSION OF ETERNIA

[illegible]

DIMENSION OF EVIL

[illegible]

DIMENSION OF INFINITA

[illegible]

DIMENSION OF INSANITY

[illegible]

DIMENSION OF MONSTERS

[illegible]

DIMENSION X

[illegible]

DIMENSIONAL GATE

[illegible]

[illegible]

DIMENSIONAL VOID

1985 FILMATION SHE-RA ANIMATED SERIES
When Catra and Shadow Weaver both had an ambush on She-Ra, their combined efforts accidentally ripped open a hole in time and space, sending both She-Ra and Hordak into the Dimensional Void. Within the Dimensional Void, they didn't know where they were, or where they were going, or where they would be when they arrived at the other end.

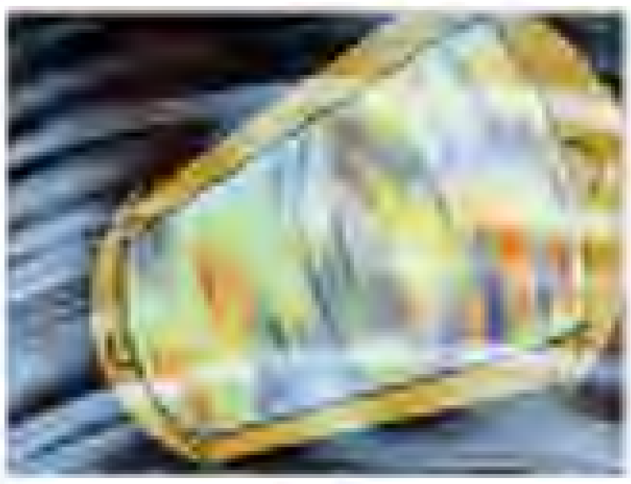
DINORIP VILLAGE

1986 UK MOTU COMIC MAGAZINES
The Dinorip Village was the home of the Dinorips, a peaceful tribe who were unaware of the savage conflict taking place throughout Eternia. Hordak attacked the Dinorip Village and took its inhabitants prisoner as part of a scheme to lure He-Man into his clutches, but He-Man and Sy-Klone got the better of him and saved the village and the Dinorips.

DIODO

[illegible] MOTU CLASSICS
Diodo was a community in the Regula region of the planet Denebria in the Tri-Solar System. Diodo was often used by Commander Flogg as a base from which to launch attacks against Denebria's outposts on planet Primus on the orders of Flogg's Horde commanders.

DOOM DIMENSION



1985 FILMATION SHE-RA ANIMATED SERIES
The Doom Dimension was accidentally accessed by Shadow Weaver via the magical Moon Mirror. The dimension was a whirlpool of hellish, spewing gravity and sounds with a pull so powerful that it began to suck in everything on Etheria, threatening to absorb the whole planet.

DOOM MOUNTAINS

[illegible] [illegible] MOTU COMIC
Within the Doom Mountains, a rocky wilderness, stood a portal made of stone that was only visible upon close inspection. When Skeletor discovered the portal and entered it, he tried to blast it with evil spells but soon learned that the portal had increased his powers a hundredfold. Later, he tried to lure He-Man through the magical portal, but he lost the new powers when He-Man pulled him back to the outside. This reversed the evil effects, temporarily turning Skeletor good. As Evil-Lyn took away the confused Skeletor, Panthor accidentally hit the portal, causing it to crumble.

DOOM ROOM

1987 GERMAN EHAPA MOTU COMICS
The Doom Room was a large chamber deep underneath Snake Mountain. Built inside of it was the Dome of Doom, a skull-shaped altar that might have been a sacrificial altar. As part of an elaborate scheme, Evil-Lyn allowed Skeletor to chain her to the dome so she could lure Man-At-Arms into a trap.

DOOM TOWER

1985 LADYBIRD MOTU BOOKS
In the Ladybird books, Doom Tower was Hordak's main base of operations, located within the center of his terrible, wreckage-strewn Fright Zone on the planet of Etheria. Doom Tower was an industrial structure coughing up clouds of pollution into the air. Hordak's throne room was high upon a set of stairs, overlooking his main audience chamber. It was known as the most terrifying place on Etheria, besides Catra's Cat Tower.

1985 FILMATION SHE-RA ANIMATED SERIES
Inside the Fright Zone, Doom Tower reached skyward and overlooked Etheria's Whispering Woods in the distance. Hordak built his Magna Beam Transporter on Doom Tower in the hopes of transporting the whole of Whispering Woods to the Valley of the Lost. One of She-Ra's first acts against the Horde was to help He-Man reach the top of Doom Tower and destroy the Magna Beam. She also helped He-Man escape while riding her steed Swift Wind for the first time.

DOORS OF MYSTERY

1985 GOLDEN MOTU BOOKS & **1986** UK WORLD MOTU ANNUALS
The Doors of Mystery, located deep within Castle Grayskull, were the portal that led to the planet of Etheria. He-Man passed through the doors to find the one who would wield the Sword of Protection, who he later learned was his long-lost twin sister, Adora.

LOCATIONS

DRAEDUS

[illegible] MOTU CLASSICS

Draedus was a utopian planet located in the Eternian Dimension outside of the Horde Empire-controlled space. The evil sorcerer Plundor the Spoiler invaded Draedus in order to harvest its life force with his machines so that he could sell it to the highest bidder. Fortunately the Eternian champion He-Man accidentally arrived on Draedus after Skeletor had seized the sorcery and sent him through the Crossroad of All Universes. Although at first unsure of his own identity, He-Man encountered Draedus's displaced natives and decided to help them by fighting and imprisoning Plundor.

Draedus had two small moons and was located near the Eternian side of the Einstein-Rosen Space Bridge discovered by the Earthling Marlena Glenn.

[illegible]

DRAGON MOUNTAIN

[illegible] FILMATION MOTU ANIMATED SERIES

Dragon Mountain was the location where Mekaneck lost his son Philip. When a freak storm blew up on the mountain, strong winds carried Philip away and badly injured his father's neck, requiring Man-At-Arms to replace it with a bionic one.

DRAGON TERRITORY OF DARKSMOKE

[illegible] MOTU CLASSICS

The Dragon Territory was one of four territories divided among the four great powers on Preternia during the Great Wars. After the truce of the Three Towers, the dragons' territory was formed out of the southern quadrant of Eternia's main landmass. The territory included Dragon Tower, although it was not connected to the Three Towers of the treaty. The Dragon Territory also included the Land of Giants and the Mountains of Anguish. Although the truce was later broken, the Dragons of Darksmoke did not appear to participate in the Second Ultimate Battleground, nor did they appear to claim territory after the Spell of Separation changed the landscape of Eternia.

DRAGON TOWER

[illegible] MOTU CLASSICS

Dragon Tower was a citadel located in the Dragon Territory of Darksmoke in the southern continent of Preternia. The tower nestled in a large mountain range and may have been the primary home of the Dragons of Darksmoke. Although it was one of four towers, it was not connected to the Three Towers of Eternia, possibly indicating the dragons' disinterest in further interaction with the humans, Snake Men or Horde.

Dragon Tower, along with all other signs of Darksmoke, disappeared from Eternia's map sometime between the time of the Spell of Separation and the reign of King Randor, possibly because of thousands of years of isolation from human affairs.

DRAGON VALLEY

OTHER NAMES
Valley of Dragons

[illegible] FILMATION POP ANIMATED SERIES

Dragon Valley was home to Granamyr and the Dragons of Darksmoke in the Filmation She-Ra series. When Adora accidentally arrived on ancient Eternia, she sought help from Granamyr in order to return to her own time. During her visit she discovered Dragon Valley, also home to farmers who lived off the land and in simple mushroom-shaped houses with thatched roofs. The human farmers lived side by side with the dragons, but when the evil sorcerer Arghul set fire to the harvest, he blamed the dragons and stirred distrust among the farmers of their dragon neighbors.

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

In the 2002 animated series, the dreaded Valley of Dragons was a rocky area covered in moss and large red stones, somewhere between the Corridors of Lithos and the Labyrinth of Thorns. King Grayskull journeyed through this valley and passed the large red dragons living there on his quest to Mount Imperious in search of power great enough to defeat Hordak and his Evil Horde army.

[illegible] MOTU CLASSICS

The Valley of Dragons was located in Eternia's Dark Hemisphere. The Evil Warrior Sslane, later known as Fang Man, grew up in the valley, where he discovered his rare ability to control the minds of the fire-breathing dragons that resided there.

DRAGONMOUNT

OTHER NAMES
Dragon Mountain

[illegible] FILMATION SHE-RA ANIMATED SERIES

Home to the dragons of Eternia, Dragonmount, also known as Dragon Mountain, was a fascinating location. The very territory of Dragonmount appeared to have formed from the remains of giant dragons long since deceased. The Mother Dragon ruled Dragonmount, and the location was once visited by Granamyr.

DRAGON'S BREATH INN

[illegible] DC MOTU COMICS

The Dragon's Breath Inn was a tavern on the outskirts of the Royal Palace in which a great deal of frivolity took place. Alcohol and food were consumed in vast amounts, with drunken brawling being commonplace. Prince Adam could often be found enjoying himself in this location.

DRAGOON'S FORTRESS

1983 FILMATION MOTU ANIMATED SERIES
Located on Odiv's home world of Trolla, Dragoon's Fortress was the villain's jade-colored base of operations, made of an endless number of elongated buildings tapering to a point. The structure contained a dungeon in which he kept the captured populace of Trolla.

DRAGOSAUR ISLE

1983 FILMATION MOTU ANIMATED SERIES
A mysterious island located in Eternia's past, Dragosaur Isle was a deadly place. The main rock structure of the island, in which Skeletor set up his base of operations, bore a strong resemblance to the head of a Dragosaur. The island itself was a near-impenetrable dense jungle where lived man-eating plants and creatures.

[illegible] MOTU CLASSICS
Dragosaur Isle was largely unchanged for the Classics continuity. Its native Dragosaur inhabitants eventually evolved to include intelligent creatures like the Evil Warrior Fang Man, who was sent back in time as part of a plot by Skeletor to stop Castle Grayskull from being built. Fang Man's failure resulted in Skeletor abandoning him in the past and he was last known to be awaiting his master's return while living with his ancestors on the isle.

DRAPHOS

[illegible] MOTU LEGENDS
Draphos was a slave planet located in the Demon Dimension outside of the Horde Empire's controlled space. Draphos was the home of the [illegible], whose DNA was one of three cold-blooded reptilian types used by the evil Unnamed One to create the Snake Men. Draphos had a major ring of orbiting stations.

DREAD DIMENSION

1986 UK MOTU COMIC MAGAZINES
The Dread Dimension was a dimension inhabited by ferocious beasts. He-Man had to form an uneasy alliance with Evil-Lyn and a team of Evil Warriors to return to Eternia when all of them were trapped in the Dread Dimension.

DREAD SEA

[illegible] MOTU MAGAZINES
The Dread Sea, a fearsome body of water located on Eternia, was the habitat of various evil creatures.

DREAM DIMENSION

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Dream Dimension was a plane of existence where the subconscious mind travelled while a person was asleep. Flogg's Tech Mutants created a device called the Dream Explorer, which allowed someone to enter the Dream Dimension directly.

DREAM-CAVES

1986 UK MOTU COMIC MAGAZINES
The Dream Caves were a range of mystical caves. He-Man searched them to find the Mind Crystal, an artifact that allowed the user to project their thoughts and communicate mentally with anyone of their choice.

DRING HOUSE

1986 UK MOTU COMIC MAGAZINES
Dring House was the council chamber of Zoon Town, in the North Fields of Hordak's Fright Zone. Affairs at Dring House were managed by Mayor [illegible] and Attendant [illegible].

DRIIDOS

1983 FILMATION MOTU ANIMATED SERIES
Driidos was a city near the Royal Palace that was part of King Randor's rule of Eternia.

DRYL MINES

1985 FILMATION POP ANIMATED SERIES
On the mountain edge next to the village of Dryl were old mines that the villagers used to escape the bombardment of the Horde. The villagers were once forced to dig in the mines for Etherium, which the Horde used to power their machines. The Horde had a giant robot that controlled the villagers in the mines until She-Ra destroyed it after the Etherium ran out.

LOCATIONS

DUKE DREAR'S FORTRESS

1985 FILMATION POP ANIMATED SERIES
The evil Duke Drear's Fortress lay within the Shadow Kingdom of Etheria. The towering fortress had a façade of bone with a skull as its entrance. Dead trees and thick mist surrounded the fortress. Inside, more skulls and bones lined the walls.

DUNES OF DOOM

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The Dunes of Doom was an area of the Dark Hemisphere filled with volcanoes blanketing the region's eternal night sky with plumes of smoke and ash. Lava flows from Mount Barathrum and other volcanoes fed large rivers of molten lava from Snake Mountain and elsewhere, scarring much of the land that had been left blighted and lifeless by Hordak long in the past.

2012 MOTU CLASSICS
The Dunes of Doom was the name of a vast mountainous desert region that spread across both the Light and Dark Hemispheres of the planet Eternia. The dunes were the domain of evil mystics who raised Marzo Kell and taught him the advantages of magic over technology, ultimately leading him to create the Shadow Beasts and attack King Miro during the Great Unrest. The Dunes of Doom were also the home of the young mercenary Dekker, who switched sides during an early battle of the Great Unrest and became the Man-At-Arms to King Miro.

DUST-SEA

1986 UK POP COMIC MAGAZINES
The Dust-Sea was located on Etheria's Horror Globe. It was dredged by the Horde Troopers in search of the Moon Jewel, coveted by Hordak.

DYPERIA

1983 FILMATION MOTU ANIMATED SERIES
The ancient Dyperia was a kingdom located near the seas, ruled by King Zeffen. For a time the people of Dyperia fought a war against the Tomo-

EARTH

1982 DC MOTU COMICS
Earth was the home planet of astronaut Marlena Glenn. She left Earth before her spacecraft crash-landed on Eternia. Earth, specifically the city of Metropolis, was also home to the superhero known as Superman, who twice journeyed to Eternia.

1983 FILMATION MOTU ANIMATED SERIES
Earth was originally Queen Marlena's home before her vessel, the Rainbow Explorer, reached on Eternia. When Earth was briefly threatened by a large meteor of space debris, pilots Colonel Mark Ross and Major Andrea Steele also found themselves on Eternia.

1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL
The Earthling holiday of Christmas, shared with Eternians by Queen Marlena, became the basis for a celebration after two Earthling children were transported accidentally to Eternia.

1986 EUROPA MOTU AUDIO PLAYS
Earth was the most mysterious planet in the entire universe, according to the German audio plays. Although everybody knew about its existence, its location was unknown for many centuries. Several thousand years ago, Eternia's ancestors went from Earth to Eternia through the Cosmic Bridge. According to Skeletor, Earth was the biggest prize of the universe. Aided by Beast and the Evil Mutants from Darkstar, he planned to explore the universe and take the planet as his own.

1987 MOTU FILM
In the 1987 film, He-Man, Teela, Man-At-Arms, and Gwildor escaped to Earth using Gwildor's invention, the Cosmic Key. Skeletor and his Evil Warriors used a second key to follow them there and proceeded to invade the planet, looking for them and Gwildor's key. The link between Eternia and Earth was a specific sequence of musical tones.

1987 MARVEL STAR MOTU MOVIE ADAPTATION
Earth's role in the plot was similar in the comic book adaptation of the movie, but with several exceptions. When the Eternians arrived through the Cosmic Key's portal, Man-At-Arms determined that Earth had 15 percent more oxygen in the atmosphere, and the gravity was slightly stronger than that of Eternia.

He-Man discovered quickly that the people of Earth spoke the same language as those on Eternia. During their visit, Man-At-Arms noticed American flags and remembered them when he returned to Eternia, discovering that a thousand years ago the first Eternians crash-landed on Eternia and carried an American flag in their ship, Starfinder 5, with the date July 16, 2021. Therefore, Eternia was originally discovered and colonized by American astronauts from Earth.

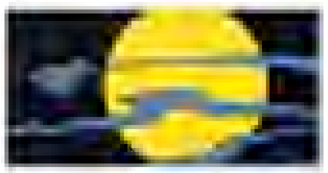
2013 MOTU CLASSICS
Earth was an inhabited planet located inside the Eternian Dimension outside of the Horde Empire controlled space. Earth's inhabitants were technologically advanced enough to have constructed a large space station in continuous orbit over the planet. They had also sent explorers into deep space in search for fuel and new resources.

One Earthling, the astronaut Captain Marlena Glenn, volunteered to pilot an experimental spaceship through a black hole where she discovered an Einstein-Rosen space bridge that led to the planet Eternia. With her spaceship damaged, Glenn crash-landed on Eternia with two companions who did not survive. Marlena met and fell in love with Randor, the son of the Eternian King Miro, and became his queen. Her children became the prophesized Twins of Destiny who wielded the power of the universe.

Years later, Marlena used the Cosmic Key, a device created by the inventor Gwildor to open portals across space and time, to return briefly to her home planet of Earth (which Gwildor also visited during his attempts to escape from the forces of evil). There she learned that an Earth- or Eternia-born person was prophesized to defeat the Horde Empire. Although Light Hope's prophecy had anticipated twins, the sources Marlena discovered on Earth did not.

2013 DC MOTU COMICS
Planet Earth was still home to Queen Marlena in the DC comics, but it was also the home of the Justice League. The planet had untapped resources of magic, and a dark, possessed Orko used Marlena to siphon off that magic before He-Man joined forces with Superman, Batman, and the Justice League in order to stop them.

EASTERN DARK LANDS



[illegible]

EASTFEN

[illegible]

ECHO VALLEY

[illegible]

EDENTIDE

[illegible]

ELBERON

[illegible]

ELDERS' TRAINING CITADEL

[illegible]

ELDOR'S VILLAGE

[illegible]

ELFWORLD

[illegible]

ELFWORLD CASTLE

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ELIDOR

[illegible]

ELVES POOL

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ELVOK VILLAGE

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ELYSIA

[illegible]

EMBASSY ROW

[illegible]

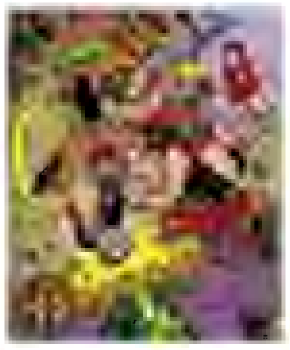
ENCHANTED FOREST

[illegible]

ENCHANTED FOREST OF HORROR

2002 MVCREATIONS: MOTU MARVEL COMICS
The Enchanted Forest of Horror was a jungle jungle in which the Ancients hid the Idol of Horror, a relic of evil magic that could enslave whole nations. The thick jungle growth could regenerate too quickly for most weapons to cut a path. In addition, the forest vines could come to life and seize intruders. Skeletor's warriors Beast Man and Trap Jaw, though obedient to their master's commands, were ensnared by the forest after he sent them in to retrieve the idol for him. Eventually only the Spin Blade weapon created by Tri-Klops and the Smash Blade weapon created by Man-At-Arms allowed Skeletor and He-Man to make their way to the idol at the center of the forest.

ENCHANTED MOUNTAIN



1985 GOLDEN MOTU BOOKS
The Enchanted Mountain was a dark mountain located on the planet of Eternia. It was the home of the magician Mikla and the place where he kept his Magic Mirrors.

ENDLESS ABYSS

2009 MOTU CLASSICS
The Endless Abyss was the bottomless chasm surrounding Castle Grayskull following King Grayskull's final battle with Hordak. The abyss led all the way to the center of Eternia, adjacent to the Crystal Chamber but with no access to the magic of the Starseed. Presumably, the giant Pinchosaur guarding the Starseed prevented the abyss from granting anyone access to its power.

ENDLESS FOREST

1986 MOTU NEWSPAPER STRIPS
The Endless Forest was a large Eternian woodland. Evil-Lyn once kidnapped Cringer and hid out in a cabin located in the forest.

ENERGIZER CHAMBER

1983 FILMATION: MOTU ANIMATED SERIES
Located in the depths of the Royal Palace, the Energizer Chamber was a high-tech generator room with brightly colored pipes, wires, and computers. Rarely did anyone need to visit the chamber, except for every once in a while. The focal point of the room was a prism of Eternium, suspended in the air by two conduits, that powered the entire Royal Palace.

ENOS

1989 HE-MAN MINICOMICS
Enos was a moon of Primus in the Tri-Solar System and the location of an inhabited metropolis named Galactic City.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Still a Primus moon in the New Adventures of He-Man animated series, Enos was also the headquarters of the Galactic Council.

2018 MOTU CLASSICS
Enos, now the planet Primus's only moon, was located in the Eternian Dimension.

ENOS PENITENTIARY

1990 HE-MAN MAGAZINE (UK)
Enos Penitentiary was a prison located on Primus's moon Enos. At the conclusion of one adventure, He-Man informed Sagitar that he had "two little gifts" for Enos Penitentiary, meaning Skeletor and Hoove.

EQUINOS

OTHER NAMES
Equius

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Equinos was the home planet of Sagitar and his people.

2018 MOTU CLASSICS
In the Classics continuity, a world called Equius was a small pink planet located near the Tri-Solar System, in the Horde Empire, in the Eternian Dimension. Its similar name suggests it was meant to be Equinos, Sagitar's home.

ERATED MOUNTAIN

1987 HE-MAN MAGAZINE (UK)
Erated Mountain was located on the planet Preternia. A volcanic eruption there in ancient times caused the destruction of the Preternia race.

ERONIA

2018 MOTU CLASSICS
Eronia was a large planet located in the Eternian Dimension outside of Horde Empire-controlled space. Eronia appeared to be an Earth-like planet but had two orbital rings and four large moons. One of Eronia's hemispheres appeared to be engulfed in an uninhabitable inferno.

ERONEA

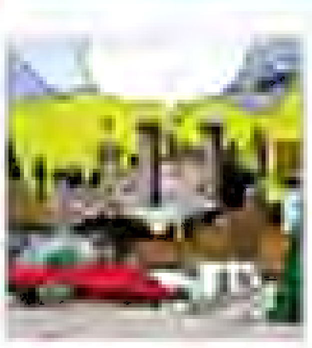
1984 FILMATION: MOTU ANIMATED SERIES
Eronea was an extremely dangerous planet filled with creatures, quicksand, and other perils. It was the temporary home of Count Marzo as he developed the Black Nightmare.

ERONEA CASTLE

1985 FILMATION: MOTU ANIMATED SERIES
Count Marzo's base of operations on Eronea was a futuristic building that was built into the side of a mountain. Eronea Castle was made of long metallic structures that connected to a central building, which itself was housed in a large glass dome. Inside the lair was a greenhouse and factory, enabling Count Marzo to produce crops of his addictive Black Nightmare plant.

1982 MOTU MINICOMICS

With its amalgam of magic and technology, the planet Eternia held a special place in the universe. Long ago, the Great Wars ravaged its surface, and advanced weapons and vehicles were left behind in their wake. Eldritch magic and barbarism populated the lush and rugged planet. Ferocious monsters roamed its mountains, forests, jungles, and waters. Sublime cosmic vistas and large celestial bodies hung in the skies above beautiful forests, swampy areas, awe-inspiring craters, and magnificent mountains. Eternia was a dangerous place, but also one of wonders and marvels.



1983 DC MOTU MINICOMICS

Eternia's very essence seemed imbued with strong magic. When Skeletor attempted to drain the planet's power, the effects were immediately felt throughout Eternia, suggesting that the fiber of the planet itself was strongly tied to mystic forces. No place on Eternia embodied this fact more than the mysterious hallways of Castle Grayskull.

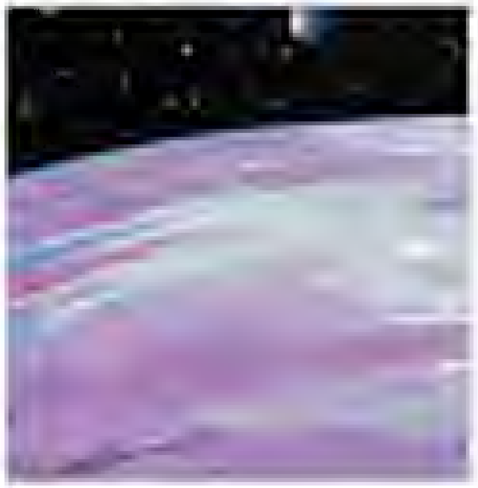
1982 DC MOTU COMICS

The DC comics presented Eternia, in addition to being advanced technology and limitless magic, as a world divided into various kingdoms. When Eternia's twin moons were aligned with the Dark Sun, the halves of the Sword of Power could be merged into one and its full power unlocked.

1983 FILMATION MOTU ANIMATED SERIES

The Filmation series established the existence of the Starseed at the center of Eternia, a fragment of the power which remained from the creation of the universe. The planet's surface was populated with a wide and varied number of races, including humans, Bird People, Bee People, trolls, dragons, Widgets, and countless others.

Many ancient ruins, magical artifacts, advanced technologies, and other wonders were awaiting discovery on Eternia. Some had been part of lost civilizations; others were of alien or unknown origin.



1985 KID STUFF MOTU RECORDS

The Kid Stuff records provided a surprisingly detailed look into the breathtaking beauty and unspeakable dangers of the planet Eternia. Mammoth gates filled the Evergreen Forest; winged reptiles and other frightening creatures prowled the Vine Jungle; the Sands of Time were a huge expanse of desert where long-forgotten civilizations had once thrived and then perished, buried beneath the shifting sands; dragons expelled their fiery breath from within their caves into the misty air of the Mystic Mountains.

It was here, amid these wondrous backdrops of the planet Eternia, that the greatest battle between good and evil in the universe was playing out.

1985 GOLDEN MOTU BOOKS

In the Golden books, Eternia was divided into Light and Dark Sides. In general, the Light Side of the planet was populated by the good people of Eternia.

including the Heroic Warriors; the Dark Side was populated by evil creatures including Skeletor and the Evil Warriors. The planet's division served to emphasize the duality of Eternia's magic and the conflict between good and evil.

1984 GERMAN MOTU AUDIO PLAYS

Many light years away from Earth, somewhere in the depths of the universe, the planet Eternia shone in the light of a lonely sun. From afar, Eternia looked like a precious jewel, and it could indeed have been the most beautiful world in the entire universe. Eternia was a world of wonders and mysteries, its free people ruled by the benevolent King Randor. However, the planet also was the stage for the ultimate battle between good and evil, as on its ground stood Castle Grayskull. Whoever conquered Grayskull would become ruler of Eternia and master of the universe.

1986 GERMAN INTERPART CONDOR MOTU COMICS

In an unexplored part of the universe, light years away from Earth, the planet Eternia could be found. On this world, a small kingdom of the same name was the home of the heroic Masters of the Universe. They defended Eternia and the mysterious Castle Grayskull against the evil forces of Skeletor, for whoever ruled Castle Grayskull would also be ruler of Eternia.

1986 BRAZILIAN EDITORA ABRIL MOTU COMICS

Gracomics described Eternia's origins in the Brazilian Editora Abril comics. Before Eternia was created, there were two forces of pure energy in the universe—one created life and the other brought destruction. The two forces fought a duel which resulted in the force of life and creation. To commemorate its victory, the force of life created a world in the depths of space. This world was Eternia. A portion of the force of creation stayed within the heart of Eternia. This very force, the power channeled by Prince Adam via Castle Grayskull, gave He-Man his amazing powers.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

As in some other canons, the series portrayed Eternia as divided into Light and Dark Hemispheres. This was a result of the disk casting the Spell of Separation. Deprived of light, most of the vegetation of Eternia's Dark Hemisphere died out, leaving it a barren and mostly uninhabited wasteland.

2008 MOTU CLASSICS

Eternia was a large planet at the center of the Eternian Dimension, for which it was named. After the Gods of the Multiverse created the Five Dimensions, they hid their magic in the form of the Diamond at Eternia's center, guarded by the giant Promuneus. Because of the Diamond's immense power, magical energies leaked out and gave rise to many great wizards and spell casters. Eventually, Eternia's magic drew attention from the forces of evil, and the planet became a central battleground in the war between good and evil.

When He-Ro, infected by a Techno-Organic virus by Horde Prime, fell to Eternia, Eldor saved He-Ro by placing him in a healing pool, inadvertently allowing the virus to be absorbed into the planet and forever linking its magic and technology.

Determined to possess the powers contained within Eternia, Hordak used the Spell of Separation to attempt to split the world asunder and remove the Diamond from its core. Eternia's near destruction forced the Diamond's guardian, Promuneus, to hold the planet together with his tough strength.

2016 DC HE-MAN/THUNDERCATS COMICS

The He-Man/ThunderCats crossover comics revealed that Eternia was thought by many to be the magical first planet of creation. Eternia was difficult to reach, for it was cloaked and protected by spells older than even the stars that surrounded it. It was revealed that Eternia existed in a separate dimension from Third Earth, making it especially inaccessible. Even the spirit of Jaga said that he thought the mystical planet Eternia was only a legend.

[illegible]

ETERNIA PARK

[illegible] MOTU NEWSPAPER STRIPS

Eternia Park was a large public park located in Eternos. An Embassy that was situated close to the park.

ETERNIA TOWERS

[illegible]

1983 MOTU MINICOMICS

The Eternia Towers were a trio of structures more ancient than even Castle Grayskull, each endowed with immense power. Central Tower, Grayskull Tower, and Viper Tower formed the Ultimate Battleground which occupied the land separating Castle Grayskull from Snake Mountain.

Eons ago, before Castle Grayskull, there stood Grayskull Tower, a symbol of goodness. There was also Viper Tower, a symbol of all that was evil. Between the two stood Central Tower, which held the power of both good and evil drawn from the other two towers. This was the ultimate power. The Ancients were afraid it would fall into the hands of their greatest enemy, King Hiss, and so they banded together and cast a great spell, sinking the towers far beneath the earth to hide them from the vile reptile king.

Knowing that the fabled towers contained the secrets of ultimate power, Skeletor and King Hiss combined their magic in the present and succeeded in raising the eldritch structures in modern-day Eternia.

[illegible]

1984 MARVEL STAR MOTU COMICS

[illegible]

2020 MOTU CLASSICS

[illegible]

[illegible]

CENTRAL TOWER

1983 MOTU MINICOMICS

[illegible]

Central Tower had a distinctive appearance, due to its blue coloration and the large lion face prominently carved into its façade. The lion's jaws and chest were actually a trap, and trespassers did well to be wary when attempting to enter Central Tower. The tower also possessed magical defenses and could cause unwanted transformations in would-be trespassers. The Evil Horde leader Hordak claimed to have helped build Central Tower, but when he entered it, planning to steal its powers, it changed him, nullifying his Hurricane Powers but ultimately granting him his new bulk and powers in their place.

2020 MOTU CLASSICS

In Classics continuity, Central Tower was the largest of the three connected towers created after the Truce of the Three Towers temporarily ended the Great Wars on Preternia. Central Tower stood at the convergence of all that territory, possibly acting as neutral ground for the Free People, Dragosaur Horde, and Snake Men who each controlled a quadrant of Preternia.

Central Tower, much like Castle Grayskull, stood over a shaft that reached all the way to Eternia's core, where it could access the power of the Starseed itself. Central Tower once more contained the magic of time travel, and when combined with Gwildor's Cosmic Key could open portals to the past or future.

All three towers were submerged and lost by the wizard Eldor at the end of the Great Wars. The spell sent the giant Megator to his doom once he had been trapped by the jaws of Central Tower during the last battle.

Five thousand years later, the towers reemerged on Eternia's surface, presaging the Second Ultimate Battleground, wherein the Masters of that time and the returning Horde and Snake Men armies again fought for the fate of Eternia and the universe. To give the Masters an advantage, the Sorceress Teela used the magic of Central Tower and the Cosmic Key to send He-Man back in time to obtain the secret to defeating the Snake Men in the coming battle.

Although He-Man succeeded and the Masters of the Universe won the victory of the Second Ultimate Battleground, Central Tower's fate was not revealed.

GRAYSKULL TOWER

1985 MOTU MINICOMICS

Eons ago there stood Grayskull Tower, a symbol of goodness and one of the towers of Eternia, a trio of structures more ancient than even Castle Grayskull. Together they composed "the Ultimate Battleground" which occupied the land separating Castle Grayskull from Snake Mountain. Grayskull Tower was a tall spire with a stairway wrapping around its outer wall and a large jail cell in its base for detaining enemies. The tower was connected to the other two Eternian towers by an advanced monorail system. The Ancients were afraid the power of the Three Towers would fall into the hands of their greatest enemy, King Hiss, and so they banded together and cast a great spell, sinking Grayskull Tower and the others far beneath the planet's surface. Much later, King Hiss and Skeletor joined forces to raise the Three Towers again in He-Man's time, and Grayskull Tower became a base of operations for the Heroic Warriors.

2020 MOTU CLASSICS

In Classics continuity, Grayskull Tower was again one of the three connected towers, but now they were created after the Truce of the Three Towers temporarily ended the Great Wars on Preternia. Grayskull Tower was built by the giant Tytus in the territory of the Free People of Preternia under the leadership of [illegible] Grayskull.

A time-traveling He-Man disguised as "the Stranger" met King Grayskull while he ruled from Grayskull Tower. When the King of Zalesia broke the terms of the truce, the Great Wars resumed, with the prize being Central Tower and its connection to the Starseed at the center of the planet. After He-Man died protecting King Grayskull from Hordak during the Ultimate Battleground, the wizard Eldor cast a spell to submerge all three towers into Subternia to prevent any further bloodshed from being shed over them.

All three of the towers reemerged on Eternia's surface after the Horde returned to Eternia and with the heroic Masters of the Universe were fighting as renegades based in the enchanted underground caves of Subternia. The towers' return was one of several signs of the coming Second Ultimate Battleground. Grayskull Tower became a fortress controlled by the heroic Masters of the Universe.

VIPER TOWER

1986 UK MOTU COMIC MAGAZINES

Centuries ago, during their rule of Eternia, Viper Tower was the command center of King Hiss and the Snake Men. It was a powerful fortress full of hidden traps, weapons, technology, and secret passageways. When the

Snake Men's regime was defeated by the Elders of Eternia, the Elders used their magic to sink Viper Tower far beneath the ground where it would no longer be a threat.

When King Hiss reemerged in the present day, he set his sights on reclaiming Viper Tower and using it as his base of operations. With the Magma Snakes under his command, King Hiss used them to break away the ground surrounding Viper Tower, and he then used the power of the Eye of the Serpent to raise the whole structure back to Eternia's surface.

As He-Man, Battle Cat, and the Sorceress fought to prevent Hiss from reclaiming his ancient fortress, the snake king attempted to extend the tentacles that circled Viper Tower, so he would be able to link the complex with both Castle Grayskull and Snake Mountain, thus enabling easy invasion of his enemies' bases. However, the combined might of He-Man and his friends managed to foil King Hiss's plan, and as more Heroic Warriors arrived on the scene, King Hiss and the Snake Men fled.

Viper Tower was now firmly under the control of the Heroic Warriors, and after Eternos City was destroyed by the combined forces of all three evil armies, He-Man chose to permanently relocate his warriors to Viper Tower so that the rebuilt Royal City would not be so tempting a target for the forces of evil.

He-Man and Man-At-Arms explored Viper Tower to discover its secrets, and after fending off a series of traps activated by Skeletor's scouting minions Stinkor and Scare Glow, they discovered an amazing power source within the fortress. A superpowerful computer system within the tower provided a multitude of resources for He-Man and the Heroic Warriors, enabling them to receive distress calls from anywhere in the universe.

In contrast to other media, the whole army of Heroic Warriors was thereafter moved to Viper Tower, and Man-At-Arms set up his laboratory there, where Roboto linked his own circuits to the computer system in order to download all the information needed about their new base. The fortress's systems were set so that only the Heroic Warriors themselves could gain entry to Viper Tower, which proved to be a powerful base of operations for the heroes to work from with hyperefficient defense systems and resources.

1984 UK WORLD MOTU ANNUALS

Viper Tower was the evil stronghold and lair of King Hiss and his Snake Men. Within, Hiss ruled his minions from a throne of granite covered in reptile skins. Here, Viper Tower was an independent fortress belonging to King Hiss, as Central Tower and Grayskull Tower did not exist in this continuity.

2008 MOTU CLASSICS

Viper Tower was one of the three connected structures created after the Truce of the Three Towers temporarily ended the Great Wars of Preternia. Erected in the Snake Territory, Viper Tower shared its name with the Snake Men's leader King Hssss's Viper Horde. After the Spell of Separation altered Eternia's landscape, Viper Tower was situated much closer to the other two towers, which became the setting of the largest battle of the Great Wars, the Ultimate Battleground. There, King Grayskull's Masters of the Universe fought both the Evil Horde and the Snake Men in a three-way conflict. After He-Ro's death during the battle, the sorcerer Zodac cast a spell submerging the Three Towers into Sub-Ternia, where they remained for five thousand years.

All three of the towers reemerged on Eternia's surface after the Horde returned to Eternia and while the heroic Masters of the Universe were fighting as renegades based in the enchanted underground caves of Tundaria. The towers' return was one of several signs and portents of the upcoming Second Ultimate Battleground. During the confrontation, the heroic Masters of the Universe teamed up with the Rebels of planet Etheria and Skeletor's Evil Warriors to fight the combined armies of the Evil Horde and the Snake Men. During the battle, Viper Tower was captured by a battalion of Andreenid and Avion warriors, led by the Etherian Sweet Bee, who held the tower against a fleet of attacking Horde. Despite their alliance, some of Skeletor's warriors fought against the Masters during the battle, including Blade, who battled He-Man at the top of Viper Tower.

Viper Tower's fate was not known after the Second Ultimate Battleground. Although a conflict fifteen years later between the Unnamed One's army and the new Masters of the Universe was dubbed the Third Ultimate Battleground, none of the Three Towers were seen at the site of the battle.

ETERNIAN AMPHITHEATER

1983 FILMATION MOTU ANIMATED SERIES

The Eternian Amphitheater was a magnificent structure outside of the Royal Palace. It was a huge circular building containing a stage with a podium and many seats. Lights allowed for performances at night, and sound systems enhanced vocal projection.

ETERNIAN BEACH

1983 FILMATION MOTU ANIMATED SERIES

There were beaches all over the planet Eternia bordering the great Eternian oceans. The Royal Family enjoyed picnics along a stretch of beach within close proximity of the Royal Palace. It was a peaceful respite until Skeletor ambushed them in a vulnerable moment. If it weren't for the skill and ingenuity of Queen Marlena, Skeletor could have easily toppled the reign of King Randor.

ETERNIAN COAST

1986 UK MOTU COMIC MAGAZINES

The Eternian Coast was close to the Royal Palace of Eternos City and a popular spot for fishermen. Occasionally, when not fighting evil, Prince Adam and Teela would engage in a restful boat ride along the coast.

On one occasion, the coast was attacked by Skeletor, who intended to drop gas bladders on the coast from above so that they would leak a powerful sleeping gas and put the Heroic Warriors to sleep. To thwart the plot, Prince Adam arranged for Cringer to be lit along the coast to draw the gas bladders back and cause their effects to backfire on Skeletor.

LOCATIONS

ETERNIAN DAM

[illegible] FILMATION MOTU ANIMATED SERIES
Situated on the mighty Eternian Ocean, the Eternian Dam provided water to Eternia's essential to sustaining King Randor's kingdom. Man-At-Arms created this engineering marvel, but the dam was not without its drawbacks. The wildlife park was closed and ships mysteriously began to disappear.

ETERNIAN HARBOR

[illegible] FILMATION MOTU ANIMATED SERIES
The Eternian Harbor bordered one of the great Eternian oceans and was where many trade ships berthed. One of the landmark buildings in the harbor was the lighthouse that guarded the coast and warned ships away from crashing into the rocks.

ETERNIAN HIGHLANDS

[illegible] UK WORLD MOTU ANNUAL
The Eternian Highlands was a large piece of land located on the same continent as Snake Mountain and the Waterfall of Fire. The largest volcano on Eternia also resided in the highlands.

ETERNIAN JEWEL MINE

[illegible] FILMATION MOTU ANIMATED SERIES
Deep below the planet Eternia's surface, the Dreamaster used slave workers to mine a variety of precious gems. The underground caverns set for great dangers, prompting the Slavemaster to secure more slaves for his mine.

ETERNIAN MOON

[illegible] FILMATION MOTU ANIMATED SERIES
One of Eternia's two moons, this unnamed moon was used by Skeletor to create a permanent eclipse of the sun, allowing him to be free of his prison and take over Eternia.

ETERNIAN MUSEUM

[illegible]

[illegible] DC MOTU COMICS
Located in the capital city of Eternos and home to the relics of Eternia's past, the Eternian Museum housed an impressive collection of original artifacts from all eras of Eternia's history. Relics that were too powerful or too dangerous to be on public display were often replaced by replicas. Such was thought to be the case with the Eye of Chronos one of the Eyes of Grayskull that instead of a replica, it was the original, hidden in plain sight among all the other artifacts.

ETERNIAN ORPHANAGE

[illegible] MOTU NEW ADVENTURES SERIES
The Eternian Orphanage was the residence of the brilliant young girl Cassidy.

ETERNIAN PLAINS

[illegible] UK MOTU COMIC MAGAZINES
The Eternian Plains were the stretch of land between Eternia City and Snake Mountain.

ETERNIAN POLAR ICECAP

[illegible] MOTU CLASSICS
The Polar Icecap was a snowy region in the southern pole of the planet Eternia that stretched across both the Light and Dark Hemispheres.

The Polar Icecap was the location of a hidden training citadel of the Council of Elders, where the dying Sorceress trained her daughter Teela in the ways of magic.

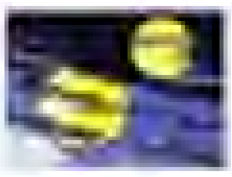
ETERNIAN SEA

[illegible] UK WORLD MOTU ANNUALS
The Eternian Sea was one of the most well-known seas on the planet of Eternia. Located to the west of the Royal Palace and filled with strange and mysterious creatures, it was even said to be the home of mermaids and other fantastic races. It was also known for being one of the most abundant fishing grounds. Point Dread, the entrance to Skeletor's underwater base, protruded out from the sea. Also, deep underneath the waves was a cavern used by Mer-Man as one of his lairs, full of many dangerous sea creatures. Skeletor's great grandfather lost the Skeleton family heirloom in the Eternian Sea when he sank his pirate ship to the bottom of its murky depths.

ETERNIA'S TWIN MOONS

[illegible] DC MOTU COMICS
Eternia had two moons which, when aligned with the Dark Star allowed the two halves of the Power Sword to be merged and the weapon's full magical potential to be unleashed.

[illegible] UK MOTU COMIC MAGAZINES
Eternia was orbited by the Twin Moons in the UK comic magazines as well. The rise of the Twin Moons in the skies at night fell across Eternia was a beautiful sight for all to behold.



Occasionally, the Twin Moons would block out the light from the sun in a total eclipse or be caught in a lunar conjunction. These events altered the natural field of magic power around Eternia and could cause the powers of magical beings to be altered dramatically, while strange and sometimes surreal events could occur across the planet.

ETERNOS

OTHER NAMES
Eternia
Eternos City
City of Eternos

AFFILIATIONS
Heroic Warriors
Royal Family of Eternia
Royal Guards
Masters of the Universe

1983 FILMATION MOTU ANIMATED SERIES

In the animated series, the city of Eternos was the capital of the planet Eternia and the seat of King Randor's power. A lavish city full of red stone structures that blended the line between ancient and futuristic, Eternos stood upon a high plateau overlooking the Fertile Plains. The barrel-shaped Royal Palace sat slightly off center at the highest level of the city though it was still dwarfed by many of the city's spires. Those entering the city would pass beneath an archway with a golden falcon emblem before they were greeted by the sight of a large sculpture that resembled a complex armillary sphere.

1983 GOLDEN MOTU BOOKS

The city of Eternos was once again the capital of Eternia in the Golden books. It was shown to be a walled city full of establishments and marketplace vendors, as well as homes.

1984 GERMAN MOTU AUDIO PLAYS

In the German audio plays, the capital of Eternia was named Eternos and was populated by peaceful citizens and protected by large walls. Within its center stood the Royal Palace, home to King Randor and the Royal Family. Most of the Masters of the Universe were living inside Eternos, protecting it against the forces of evil. Skeletor successfully assailed and conquered the city several times, but He-Man always managed to defeat and repel the lord of Evil.

1984 GERMAN INTERPART-CONDOR MOTU COMICS

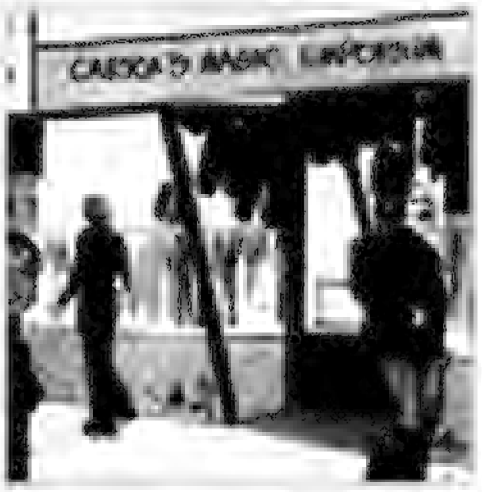
Still called Eternos, the city was also identified as the home of the heroic Masters of the Universe, although Eternia had always been the home of He-Man's secret identity Prince Adam, as well as Man-At-Arms and Teela.

1986 UK MOTU COMIC MAGAZINES

Eternos was the home of the Heroic Warriors in the UK comic magazines, and as a result it was the constant target of relentless attacks by the forces of evil. When He-Man was lured away from Eternia and stranded on the planet Tezkay by a scheme of Skeletor, Hordak, and King Hiss, Eternos City was attacked by all three of the evil armies of Eternia at once. Without He-Man to defend them, even the whole army of Heroic Warriors could not withstand the might of the three evil armies and Eternos City was destroyed, along with much of the palace. When He-Man returned to Eternia, the villains fled but left Eternos City completely devastated. With the help of a race of skilled builders and architects from the planet Tezkay, He-Man and the Heroic Warriors rebuilt Eternos as an even more beautiful and resplendent city than before, with stronger defenses. Knowing that the city had been attacked in the past largely because of the Heroic Warriors' residence there, He-Man chose to move his army to Viper Tower, to work from a new base and reduce the risk to Eternos.

1986 MOTU NEWSPAPER STRIPS

The Marketplace of Eternos was located inside the city in the newspaper comic strips. The marketplace was a cross between a medieval town square and a futuristic mall. Simple stalls and elaborate storefronts dotted the bustling promenade. The mischievous shopkeeper Carda ran the Magic Emporium in the Marketplace of Eternos.



2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

As in many other canons, the Mike Young Productions cartoon established Eternos as the location of the Royal Palace and the Royal Family. Eternos

remained in existence as a setting, but its design was changed from the red stone structures in Filmation to mostly gold domes and white towers in the 2002 animated series.

[illegible] DC MOTU COMICS

In the 2012 DC comics, Eternos was still the Eternian capital as well as home to many affluent Eternian citizens, but it was also the target of the invading Horde army with their advanced technology. While He-Man was able to free the city right before the Fright Zone infiltrated it, Eternos was devastated and would never be the city it had been in his youth. Growing a living little more than a shell, Eternos remained symbolic to the Eternian people, and from its remains Adam and the Masters plotted to take down Hordak and his Evil Horde.

[illegible]

[illegible]

[illegible]

ETHERIA

[illegible]

Etheria was the lushly forested sister planet of Eternia, located in another dimension. It was conquered long ago and primarily ruled by the Evil Horde, commanded by Hordak and supported by legions of robotic Horde Troopers. Only the magic of the Whispering Woods could provide safety to the Great Rebellion from the Horde's tyranny. A small number of kingdoms remained free on Etheria, including the Kingdom of Bright Moon.

There were many mystical locations across the planet, including the Whispering Woods, Skydance Mountain, the Valley of the Lost, and the Fright Zone. Many races inhabited its vast and varied terrains. Among these were humans, Twiggets, Morlolk, Bitibots, and countless others.

Etheria had been founded long ago by its original guardians, the First Ones, whose knowledge lived on in the mystic fortress Crystal Castle on Skydance Mountain. At the center of the planet, inside a cavernous abyss, the Giant Magical Clock was guarded by gargoyle-like creatures. Only one with tremendous magical powers could approach the clock.

Like Eternia, Etheria had two moons, one blue and the other green.

[illegible]

With its magnificent vistas, colorful forests, and captivating waterfalls, the planet Etheria was clearly a magical place. Existing in a dimension separate from Eternia, Etheria was in some ways a reflection of its sister planet. Just as the ominous Castle Grayskull stood as a heroic fortress of wonders on Eternia, so too did the mystical Crystal Castle offer refuge to Etheria's champions.

[illegible]

The UK comics elaborated further that Etheria was peaceful until the Horde invasion. Although there were many evil creatures that roamed Etheria and dangerous lands within the planet, there were also many beautiful and peaceful places, and Etheria was full of magical beings and powerful creatures who pledged their allegiance to the Rebellion and helped She-Ra and her friends fight to rid Etheria of the Horde.

[illegible] MOTU CLASSICS

The Classics canon presented a completely new backstory for Etheria. An uninhabited planet, Etheria was located in the Dimension of Despondos. After Lord Ry'Gan Hope gave up his physical form, he became a powerful, non-corporeal being, serving the Overlords of Trolla. The Overlords sent him to Despondos to bring relief to the Dark Dimension's innocent inhabitants. He settled on the small planet of Etheria and transformed it into a paradise. Light Hope built his fortress, the Crystal Castle, making it a symbol to protect the magical world from evil.

ETHERIAN MOONS

[illegible] FILMATION POP ANIMATED SERIES

When Etheria's two moons aligned once a year, the legendary Moon Mirror could be used to create a bridge between universes. One of the moons glowed blue in the sky, while the other glowed green.

ETHERIAN POLAR ICECAP

2008 MOTU CLASSICS

The Polar Icecap of Etheria was located on the planet's southern pole and appeared to be free of Horde occupation, possibly because it contained no vital resources or inhabitable territory to interest them.

ETTLAIN

[illegible] MOTU NEWSPAPER STRIPS

Ettlain was a peaceful town in the heart of present-day Eternia. The town was once attacked by the ruthless pirate and Evil Warrior known as Blade.

EVERGREEN FOREST

1983 FILMATION MOTU ANIMATED SERIES

The majestic Evergreen Forest was home to lush and colorful flora on the planet Eternia. In fall, the trees grew in strange patterns with full leafy tips. The forest was home to diverse wildlife, and within its borders was the mysterious Castle Grayskull. The Evergreen Forest bordered the Fertile Plains to the south and the Vine Jungle to the north.

[illegible] GOLDEN MOTU BOOKS

The Evergreen Forest was the largest, most well-known forest on the Light Side of Eternia. The forest was a vast, mostly unexplored and uncharted country of towering trees, giant ferns, and lush undergrowth teeming with game animals, as well as unwholesome creatures. The Evergreen Forest shielded the most mysterious secret on all Eternia, a secret which eventually needed to be divulged if the planet would survive: Castle Grayskull. This forest was the home of Moss Man, a member of the Heroic Warriors.

[illegible] LADYBIRD MOTU BOOKS

The Evergreen Forest was inhabited by some of the most dangerous creatures on Eternia, including Wyverns, Harpies, griffins, and many others. The forest was also known for its river known as the River of Doom.

[illegible] UK WORLD MOTU ANNUALS

In the World annuals, the Evergreen Forest was the home of the Heroic Warrior Moss Man.

[illegible] MOTU SOUND PLAYS

The Evergreen Forest was an area filled with towering trees that hardly let any light hit the ground. As in previous depictions, the forest was completely unexplored and said to be potentially dangerous for lonely trespassers. It was populated with many animals, such as wolves and bears, as well as unknown creatures, such as the mighty mage Orko. The Evergreen Forest hid a secret that, according to the Spirit of Grayskull, would need to be solved one day if Eternia was to be saved.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Evergreen Forest stretched over a vast and mostly unexplored country in Eternia's Light Hemisphere. It was the location of the Royal Palace of Eternia, King Randor's seat of power in the human kingdom of Eternia, and of Castle Grayskull. It was inhabited by large and dragons, some of which made their homes in caves dotting the forest's landscape. It was also the home of Moss Man, an avatar of nature who kept the villain Kinkwood imprisoned deep under the forest's soil. Eternia's defenders and the forces of evil fought in the forest numerous times in the cartoon series, often following assaults launched against the palace and castle by Skeletor and King Hiss in their plans to conquer Eternia.

2008 MOTU CLASSICS

The Evergreen Forest was a large forest north of Castle Grayskull and south of the savage Vine Jungle in the planet Eternia's Light Hemisphere.

EVIL-LYN'S CASTLE

IMAGE COURTESY OF DC COMICS

2012 DC MOTU COMIC

Evil-Lyn's castle, located on a volcanic island in the Harmony Sea, was where she hosted horrible games in the Cauldron of Doom during Skeletor's Memory Manipulation Spell.

EVIL-LYN'S DEMESNE

[illegible] MOTU NEWSPAPER STRIPS

Evil-Lyn's personal quarters was an edifice located very near to Snake Mountain.

EV-TOWN

[illegible] UK MOTU COMIC MAGAZINES
Ev-Town was a village where children often engaged in kickball matches with the children from the neighbouring village [illegible]. Ev-Town's [illegible] among the young players was a [illegible] girl named [illegible]. On one occasion a match between the two towns was disrupted by Skeletor's [illegible] [illegible] helped to deal with her trademark "[illegible]."

[illegible]

EV-VAN

[illegible] UK MOTU COMIC MAGAZINES
The small coastal village of Ev-Van was devastated by a tidal wave which destroyed most of the villagers' possessions. To help them recover from the tragedy, King Randor sent Orko to entertain the children of the village with a magic show. However, one of Orko's spells went wrong, and he inadvertently caused a [illegible] when he turned a [illegible] sand model into a real monster. He-Man and Orko managed to dissolve the monster with a magic [illegible], and Orko resumed the magic show.

EYE OF ZAHRKAIN

OTHER NAMES
Eye of Zarsum

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The Eye of Zahrkain was a cave in the Mystic Mountains that provided a passageway to the city of Avion, home of the Avionans. Prince Adam and Stratos were ambushed at the Eye of Zahrkain by Trap Jaw and Clawful. Later in the series, Stratos was attacked again while passing through the cave, caught in a giant trap spun by Webstor.

[illegible] MOTU CLASSICS
In the Classics continuity, the Eye of Zarsum served the same purpose as a large, eye-shaped opening in the Mystic Mountains.

FACTORY OF FEAR

[illegible] GOLDEN POP BOOKS
[illegible] Factory of Fear was built beside the Singing River and was intended to create [illegible] of members of the Great Rebellion. It was destroyed when the [illegible] of Madame Razz [illegible] herself by throwing her body into the gears of the factory.

FALCON VILLAGE

[illegible] UK MOTU COMIC MAGAZINES
King Randor sent Prince Adam to the Falcon Village to entertain the children by reading stories from Queen Marlena's book of Earth fairy tales.

FALLEEN

[illegible] MOTU CLASSICS
Falleen was a small ringed and oval-shaped planet inside space controlled by the Horde Empire in the Etherian Dimension.

FANTUS TRIBE VILLAGE

[illegible] FILMATION MOTU ANIMATED SERIES
The village of the Fantus Tribe of Chief Morio was located within the Vine Jungle and was the home of Morio's daughter Princess [illegible] and his people.

FAR WESTLAND

[illegible] MOTU NEWSPAPER STRIPS
The Far Westland was a barren corner of Randor's kingdom. It was a semi-arid location dotted with cactus-like plants and a great deal of open space. Far Westland was [illegible] by mountains at the edge of a desert. An outpost of Royal Guards was stationed there.

FAR WESTLAND OUTPOST

[illegible] MOTU NEWSPAPER STRIPS
In the plains of Eternia's Far Westland lay an outpost of Royal Eternian Guards. Lieutenant [illegible] was the troop leader stationed there, and [illegible] [illegible] went [illegible].

FARM

[illegible] FILMATION POP ANIMATED SERIES
An Etherian farm whose owners sympathised with the Great Rebellion grew grain until the Horde came to take it.

FARMER PETRO'S FARM

[illegible] FILMATION POP ANIMATED SERIES
The beautiful farm of Farmer Petro had several buildings, including his family's home, a windmill, stables, and other small structures. The farm was also home to a well and large green pastures where dairy cows dwelled or [illegible].

FARMLANDS OF MYSTIC VALLEY

[illegible] GOLDEN MOTU (COMIC)
The Farmlands of Mystic Valley were an abundantly fertile land located near the Mystic Mountains. He-Man and the farmers who tended the farmlands were plagued by a rivalry with the neighboring fishing village ruled by Tamath and located along the River of Rain. Skeletor diverted the River of Rain to flood the farmlands, antagonizing the two groups and setting them against each other. With He-Man and his allies' help, the two villages put aside their dispute and came together to redirect the river and replant the farmlands.

FELIS FOLIA

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
Felis Folia, one of the Qadian people's settlements, was located on a cliff and nestled among the tall, lush trees of the Evergreen Forest. It was protected by a fence dotted with raised watchtowers that stretched around a gathering of huts. The village was decorated with large wooden carvings similar in appearance to tiki masks. King Hiss ambushed the settlement in order to gain access to the Ophidian Spire, an ancient structure capable of spreading the power of the Serpent's Ring across Eternia. Chief Carnivus and his villagers fell prey to the Serpent's Ring, which transformed them into new Snake Men under Hiss's control. He-Man rescued the Qadians and the Masters who had been transformed by hurling the spire into space along with the ring, restoring everyone back to their original forms.

FELIS QADI

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
Felis Qadi was a village situated on tall, craggy cliffs among misty jungle mountains somewhere in Eternia's Light Hemisphere. Inhabited by a race of Cat People known as the Qadians, the village was dotted with raised huts and wooden bridges leading up to a promontory that featured a long, wide runway and giant sculptures similar in appearance to tiki masks. The village was visited by Prince Adam and Teela, who negotiated an alliance with the Qadian leader, Chief Carnivus. The village was later attacked by the Evil Warriors, who summoned a swarm of Arthroa to aid them in laying waste to the Qadians' home. The Masters of the Universe came to the Qadians' rescue, but not before the village sustained extensive damage.

[illegible] MOTU CLASSICS
In Classics, the village was still the home of Chief Carnivus and his Cat People, but it was described as a treetop village.

FELLWICK VILLAGE

[illegible] UK POP COMIC MAGAZINES
Fellwick Village was the home of Madame Razz's friend Grandma Bella, from whom she obtained various recipes. When Razz went to Fellwick to collect a recipe from Grandma Bella, the Rebels were attacked by Catra and Grizzlor using a stealth air balloon.

FERTILE PLAINS

[illegible] FILMATION MOTU ANIMATED SERIES
The vast plains surrounding the Royal Palace and the city of Eternos were known as the Fertile Plains. This breadbasket of Eternia was lush and green and home to many small farmers making their living off the land. It was as scenic as it was fruitful and provided a beautiful view from Eternos and the Royal Palace.

[illegible] FILMATION POP ANIMATED SERIES
The Fertile Plains provided an ideal training ground for He-Man and Man-At-Arms because of its vast open area.

FETID POOL

[illegible] FILMATION POP ANIMATED SERIES
The Fetid Pool was on the outskirts of the Fright Zone on Etheria. The Horde used it as a dumping ground for broken vehicles, boiling tar, and hideous animals. The Fetid Pool was not a place for the faint of heart.

FETRA IV

[illegible] MOTU CLASSICS
Fetra IV was the site of a battle involving the Galactic Protectors and the Space Mutants in the Tri-Solar System. Both sides sustained heavy losses, enough to convince them to call a truce and join forces to fight the Horde Empire.

FILIBRIA

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Filibria was the home planet of the Filibrians, great inventors and the creators of the Constellation. The Filibrians spoke in a strange alien language that had to be deciphered by translators.

FIRE MOUNTAIN

[illegible] [illegible] MOTU COMIC

Fire Mountain stood within a strip area known as the Sea of Rocks. It contained a maze-like system of caves, and deep inside, protected by lava, rested the Tears. As Hurdak and King Hsss used a drilling machine to reach the Stone of Life, Fire Mountain exploded in a gigantic eruption which made the Tears unreachable forever.

FIRST ONES' UNDERGROUND KINGDOM

1985 FILMATION POP ANIMATED SERIES

Reaching the underground kingdom of the First Ones required taking on many challenges throughout the Etherian underworld. To reach the First Ones, Adora had to scale Skydancer Mountain and gain entry into the Crystal Castle. Then, with the help of Light Hope, she crossed the Zone of Darkness and passed through a vast maze ending with the Forbidden Corner. Only after successfully conquering these obstacles could she finally enter the Cavern of Fire and behold the First Ones face to face.

FISTO'S FOREST

1983 FILMATION MOTU ANIMATED SERIES

Deep within the Evergreen Forest, an evil Fisto controlled an area known as Fisto's Forest after Skeletor imprisoned the Elf Lord there. Fisto used his section of the forest to redirect rivers, flee tormenting farmers' dimensions, and capturing villagers in order to obtain power.

FIVE DIMENSIONS

[illegible] MOTU CLASSICS

In the Classics continuity, the Five Dimensions were the primary existential planes of the multiverse that were affected, or possibly created, when Zodac and the gods released their creative power as a great wave. The Overlords of the Timeless Dimension concerned themselves with the balance of good and evil in the Five Dimensions and decided that the rise of the Horde had tipped the balance in the favor of evil. Some of Skeletor's Evil Warriors were also [illegible] from across the Five Dimensions by magic. After they had created the Five Dimensions, the gods hid all of their magic deep within the core of the planet Eternia in the center of the dimension that shared its name.

The Five Dimensions included the Timeless Dimension, the Dimension of Darkness (also known as the Fearsian Dimension), the Dimension of Infinity, the Dimension of Despondos (also called the Dark Dimension or the Terrible Dimension) and the Nameless Dimension.

FLIGHT SIMULATOR

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Flight Simulator was a device used by Captain Hydron and Lieutenant Flipshot to practice space flight and combat situations. It was a small box with a view screen and controls resembling a video game.

FLORANIA

1986 UK MOTU COMIC MAGAZINE

Florania was a gigantic jungle world in the same galaxy as Eternia. It was inhabited by the Moss People, whose power of camouflage and ability to mentally control plants enabled them to hide and defend themselves from the monstrous dinosaurs that preyed upon them.

Florania was a place of peace until it was invaded by Horde Prime's forces. Much of the plant life was destroyed by the Horde, leaving the Moss People without their jungle cover. Now easy victims for the ferocious dinosaurs, the Moss People were reduced to poor families, desperate for food and shelter in their now ravaged world.

When a ship from the Horde fleet accidentally crashed on Florania, a young and brave, vengeful Moss Man investigated the wreckage and found himself beamed onboard the Horde Mother Ship with the rest of the wreckage. Using his strength to overpower the Hordesmen, Moss Man would end up on Eternia, where he would join the Heroic Warriors and fight against the Horde to avenge what they did to his home world.

2017 MOTU CLASSICS

Florania was a green and yellow planet located in the Eternian Dimension outside of Horde-controlled space. Florania had two large moons and was close to the planet Earth.

FLOTSAM PRISON

1985 FILMATION POP ANIMATED SERIES

On the planet Trolla, Flotsam Prison was located in the middle of the Sing-Song Sea. The prison was a sort of island with a fortress built along the water by columns that resembled tree trunks. A counter-magic shield surrounded the prison, preventing inmates from using their magic to escape.

FLOWER MOUNTAIN

1985 FILMATION POP ANIMATED SERIES

Flower Mountain was celebrated with the Day of the Flowers. Flowers of all sorts wound their way around an arc of flowerpapers, columns, trees, and fountains surrounding the picturesque mountain.

FOE CASTLE

[illegible] (MOTU CLASSICS)
Foe Castle was a small but powerful castle built on (inside) the territory of the Fear People on the supercontinent of Preternia. The castle was situated between the Mountains of Gnarl, which formed the border with the Snake Territory and the Valley of Gnarl.

FOG ZONE

[illegible] (A WORLD MOTU ANNUAL)
The Fog Zone was located in the northern corner of the planet of Dondra, which was constantly covered in fog. It was known to be the domain of the evil Galactic Master Omnix.

FOODAR

[illegible] (MOTU CLASSICS)
Foodar was the kingdom of Geldor in the Dark Hemisphere of the planet Eternia. Geldor attacked surrounding kingdoms, including Foodar, in order to find the Secret Liquid of Life and achieve immortality. Geldor ruled Foodar from his fortress in Ogre Mountain.

FORBIDDEN CAVERNS

[illegible] (GOLDEN MOTU BOOKS)
The Forbidden Caverns were located near one of the many seas of Eternia. The caverns were one of the possible locations of the Dragon's Egg. Whiplash and Man-At-Arms fought each other in the caverns.

FORBIDDEN CORNER

[illegible] (FILMATION POP ANIMATED SERIES)
In the Etherian underworld, beyond a great maze was the Forbidden Corner. Guarded by falling avalanches, the Forbidden Corner was the entrance to the Caverns of Fire, the home of the First Ones.

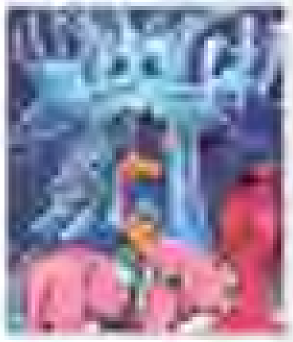
FORBIDDEN ZONE

[illegible] (FILMATION POP ANIMATED SERIES)
The Forbidden Zone was a mysterious region shrouded in fog. Locked beneath the ground of the Forbidden Zone was an awful spirit known as "The Evil." When Shadow Weaver released the Evil, fire and flame erupted from the ground.

FOREST OF DOOM

[illegible] (UK MOTU COMIC MAGAZINES)
The Forest of Doom was the site of He-Man's battle with a powerful Quest Trooper created by Hordak.

FOREST OF FEAR



[illegible] (LADYBIRD MOTU BOOKS)
The Forest of Fear was located near or on the Bright Moon territory of the Bright Zone on Etheria. The forest may have been the home of Shadow Weaver.

[illegible] (LADYBIRD POP BOOKS)
In the Ladybird books, the Forest of Fear was confirmed to be the home of the witch of darkness, Shadow Weaver. It was the darkest, evilest forest on the planet of Etheria, filled with gnarled and twisted trees that wove themselves within the place.

[illegible] (UK POP COMIC MAGAZINES)
The Forest of Fear was the location of Shadow Weaver's lair, Horror Hall, in the UK comic magazines. Catra also had a lair within the forest.

FOREST OF FREEDOM

[illegible] (FILMATION POP ANIMATED SERIES)
The breathtakingly beautiful Forest of Freedom was a place of mystery on Etheria. When the animals suddenly began to disappear, Bow, Adora, and Kowl investigated and discovered that the Horde agent Schalt had been stealing them for Hordak.

FOREST OF ROCKS

[illegible] (UK MOTU COMIC MAGAZINES)
A visitor from the Forest of Rocks arrived at the Royal Palace to present a gift to Queen Marlena in gratitude for her years of gifts of food given the previous year to save the forest's inhabitants from starvation. The visitor's account confused Prince Adam, who did not recall a famine occurring in the Forest of Rocks. His confusion was explained when the visitor turned out to be Skeletor in disguise and his gift, a magic crystal, proved to be a trap that turned Marlena to stone.

FOREST OF STORMS

[illegible] (UK POP COMIC MAGAZINES)
The Forest of Storms was home to a host of peaceful animals who loved She-Ra. When Hordak captured Kowl and pressured him to reveal where She-Ra's supporters were hiding, Kowl told him they were in the Forest of Storms. Kowl did not reveal that he actually meant She-Ra's animal friends who lived there rather than her Rebel supporters. As a result, the Horde Troopers searched the dangerous forest for the Rebels in vain.

FOREST OF WIND

1984 UK WORLD INTO ANNUALS
The Forest of Wind was the location of Castle Grayskull. It was in this forest that Prince Adam first discovered the castle and learned to wield the power of the Elders and the Sword of Power to become Eternia's hero, He-Man.

FORGOTTEN FOREST

1985 FILMATION INTO ANIMATED SERIES
Like the Evergreen Forest, the Forgotten Forest featured twisted trees and branches and was home to the legendary Glymon, who was protected by Tallstone and his Timber Walkers.

FORGOTTEN JUNGLE

1983 GOLDEN INTO BOOKS
The Forgotten Jungle was a jungle region located on the planet of Eternia.

FORGOTTEN TIME CORRIDORS

1985 LADYBIRD INTO BOOKS
The Forgotten Time Corridors were hidden locations on Eternia that were once used by the ancient Eternians to travel through time as easily as traveling across the land. Over time, the locations of the corridors were lost, along with the secret of time travel.

Skeletor and Evil-Lyn discovered one of these Forgotten Time Corridors in the Sands of Time. Skeletor's ultimate goal was to recruit warriors from the past, but when he traveled back in time with Evil-Lyn and Beast Man, the three got more than they bargained for when the all-powerful Warlord captured them. Their freedom depended on Beast Man defeating a monstrous in the Warlord's Arena of Sport. When Beast Man was victorious, the Warlord kept his promise to release the three villains, who quickly used the Forgotten Time Corridor to return to their own time just as the Warlord changed his mind.

FORTRESS IN THE SANDS

1983 FILMATION INTO ANIMATED SERIES
Located in the Sands of Time, the Fortress in the Sands was an outpost operated by the Eternians and equipped with large laser cannons.

FORTRESS OF FEAR

1986 UK INTO COMIC MAGAZINES
The Fortress of Fear was a compound which He-Man tried to enter. To gain entry, he first had to solve a puzzle on the door.

FORTRESS OF THE KOTANIAN SCIENTIST

1984 GERMAN INTO AUDIO PLAYS
The Fortress of the Kotanian Scientist was a magical castle that existed in Eternia's distant past. It floated above the ground and seemed to be populated by invisible ghosts. The entrance was blocked by a pane of living glass that felt soft but could only be broken by the power of He-Man's sword. The fortress's construction was based on mathematical rules completely different from normal building conventions. Its rooms were constructed to tell a hidden message of life and death. Within the fortress, the daughter of Man-E-Faces was imprisoned inside of a time tunnel. When He-Man, Man-At-Arms, Battle Cat, and Man-E-Faces traveled to the past, they entered the fortress. After He-Man freed Man-E-Faces' daughter, the fortress collapsed completely.

FOUNTAIN OF FREEDOM

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Fountain of Freedom was the centerpiece of the floating city of Levitan. It was a large sculpture which represented all the values that Primus stood for. Skeletor once destroyed the fountain to emphasize his distaste for the concept of freedom, but it was rebuilt after He-Man freed the city from Skeletor's occupation.

FOUNTAIN OF LIFE

[illegible] FILMATION (MOTU) ANIMATED SERIES
Located within the city of Andar, the magical waters of the Fountain of Life were said to have great properties. By drinking the fountain's water, an individual could attain immortal powers. The Fountain of Life had a strong connection to Andar; as long as the waters flowed, the city and its people would remain healthy. The wizard Wellek was the guardian of the fountain.

FOUNTAIN OF LIFE TEMPLE

[illegible] FILMATION (MOTU) ANIMATED SERIES
A beautiful large building residing in the city of Andar, the Fountain of Life Temple stood at the end of the town square. It was large and elaborate, with huge, circular pillars. The temple housed the Fountain of Life, which was guarded at all times.

FOUNTAINS OF ENOS

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The fountains of the Primus resort of Enos contained water with healing properties. The water from the fountains formed the antidote to the fear gas Skeletor had unleashed upon Primus.

FRAGMENTED FOREST

OTHER NAMES
[illegible]

[illegible] MOTU NEWSPAPER STRIPS
The Fragmented Forest, also known as the Fractured Forest, was a dangerous wooded area just outside of the Kingdom of [illegible]. The forest was filled with all manner of terrible, aggressive creatures.

FREEZING MOUNTAINS

[illegible] FILMATION POP ANIMATED SERIES
The Freezing Mountains were a high-peaked mountain range in Etheria's polar region. Home to polar beasts, the hostile, freezing environment was the final barrier to the Valley of the Lost.

FREEDOM CASTLE

[illegible] UK POP COMIC MAGAZINES
Freedom Castle was one of the many ancient fortresses built by the Guardians of Etheria, an elfin race who once ruled over the planet. However, the guardians mysteriously vanished, and Freedom Castle was passed from owner to owner, none of whom stayed for long because the guardians' spirits were said to haunt its corridors.

Exploring Freedom Castle, Madame Razz was amazed to find herself face to face with the Guardians of Etheria. At first she thought the legends that the spirits haunted the castle were true, but it turned out that as Freedom Castle was built on a site of magical power, the building had mystically recorded everything that happened within its walls. As a result, anyone of a magical nature like herself could see recordings of the Guardians of Etheria within the castle.

FREON

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Freon was an unexplored area on Denebria where even the Space Mutants feared to tread. It was a grim, foggy marsh inhabited by a group of Mutants who had once been Primans, but over time the atmosphere of Freon had caused them to mutate like other inhabitants of Denebria.

FRIGHT FOREST

[illegible] FILMATION POP ANIMATED SERIES
This dark forest near Mystacor was home to a camp used by the Horde in the old Temple of Gloom.

FRIGHT ZONE

MOTU MINICOMICS

UK WORLD MOTU ANNUALS & UK WORLD POP ANNUALS

GERMAN MOTU AUDIO PLAYS

GERMAN INTERPART-CONDOR MOTU COMICS

FILMATION POP ANIMATED SERIES

LADYBIRD POP BOOKS

UK MOTU COMIC MAGAZINES

Some Eternian villages resided within the boundaries of the Fright Zone. Most of the villagers paid their taxes and feigned loyalty to the Horde but secretly supported King Randor.

The Fright Zone's swamps emitted poisonous gases that induced unconsciousness in those who inhaled them. A teleportation tunnel inside the Eternian portion of the Fright Zone was used by Hordak to travel to various planets throughout the universe.

2012 DC MOTU COMICS
In the 2012 DC comics, the Fright Zone, wandering like a virus wherever the Horde took control and established itself, it would become the base of operations and physically spread over an area, attaching with mechanical tech-like structures that grew out of the ground. The Fright Zone was both a structure and an incarnation of the Horde's evil.

FRIT'S MONUMENT TO FREEDOM

1985 FILMATION POP ANIMATED SERIES
Frit, the traveling bottle collector, lived in a house built from his bottles. The building, a huge, twinkling, freeform structure held together with wire, was Frit's life's work. The structure's many irregularly shaped towers soared majestically upward, and the array of colored glass bottles glimmered brilliantly in the sunlight. The bottles of all kinds and colors represented the diverse people of Etheria. Frit built his Monument to Freedom to give hope to all Etherians.

FROGG-TOWN

1986 UK MOTU COMIC MAGAZINES
Frogg-Town was located in the Vale of Froggs, home to a race of frog-like people. The inhabitants of Frogg-Town lived without fear until it was raided by Clawful and Beast Man, who stole all the gold and silver from the town's leader. Soon after, Prince arrived on the scene and defeated the two villains, saving Frogg-Town.

FROZEN AREA

1985 FILMATION HE-MAN/SHE-RA ANIMATED CHRISTMAS SPECIAL
Etheria's Frozen Area was an expanse of land covered in snow. Large mountain peaks, precarious cliffs, and the Snow Beast made this one of the most dangerous locations on Etheria.

FROZEN LAKE

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Frozen Lake was an area on the planet Primus. During the Mutant occupation of their planet, the Primus rebels lured Skeletor and the Mutants onto the lake and dealt them a humiliating defeat.

GALACIA

1985 FILMATION POP ANIMATED SERIES
Home of the Sollian, Galacia had an uneasy truce with Frosta and her ice kingdom. When black snow began to fall on Galacia, it made the people and animals ill. The Sollian blamed Frosta and her people, but it was actually the work of Modulok and the Horde.

GALACTIC CITY

1990 UK WORLD MOTU ANNUALS
Galactic City was the capital city of the planet Primus. The city was the meeting place of the Galactic Council.

GALACTIC COUNCIL COURTROOM

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Galactic Council Courtroom was located on the Primus moon of Briny, which served as the headquarters of the Council. It was where the Primans and the Mutants were summoned by the Galactic Council to discuss an end to their ongoing conflict.

GALDAR

1986 UK MOTU COMIC MAGAZINES
Galdar was a planet with two moons that Hordak mentioned when he was affected by a Lunar Conjunction. The Lunar Conjunction caused him to forget his identity and whereabouts, making him unsure what planet he was even on. Hordak noticed the two moons in the sky, and for a second he thought he may have been on Galdar, before realizing he was on Eternia.

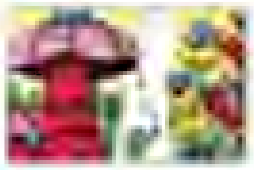
GAOLOTIA

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Gaolotia was an enormous prison ship that housed the deadliest criminals in the Tri-Solar Galaxy. It was captured by Skeletor and the Mutants, who planned to release the prisoners on Primus.

GAR STAR CRUISER

2009 MOTU CLASSICS
The Gar Star Cruiser was a space vessel buried in Subternia beneath Eternia during the reign of Skeletor. The cruiser's hull possessed a cat-like appearance and was accessible from the Elders' Training Citadel in the southern Polar Icecap.

GARDEN OF MAGICAL PERFUMES



[illegible] GERMAN EHAPA MOTU COMICS
Created by Hordak, the Garden of Magical Perfumes was a large trap. Its irresistible fragrance reached all the way to the Royal Palace and lured King Randor and several Heroic Defenders to the garden, where they were supposed to be eaten by Murder Roses. However, the garden's poison [illegible] an effect on Orko, who used magic and a special Broom to save his friends.

GARNUS ASTEROID BELT

[illegible] MOTU CLASSICS
The Garnus Asteroid Belt was a region of space filled with debris of unknown origin. Safe passage through the belt was possible using the Einstein Rosen Space Bridge discovered by Captain Marlena Glenn leading from the planet Earth to the planet Eternia.

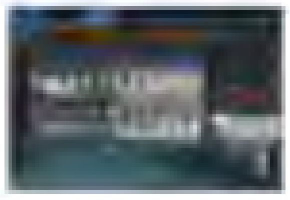
GEDGE STRUCTURE

[illegible] FILMATION MOTU ANIMATED SERIES
Prince Adam discovered this temple-like structure located in the Tikathi Jungle, only to find that it contained an evil monster called the Gedge. He-Man and Battle Cat, who had transformed from Cringer for the first time, drove the Gedge back into the structure, and Man-At-Arms sealed it using explosive pods.

GEEBOR

[illegible] MOTU CLASSICS
Geebor was a [illegible] located inside the Horde Empire's space in the Despondos Dimension.

GENERAL NEQUOR'S HOME

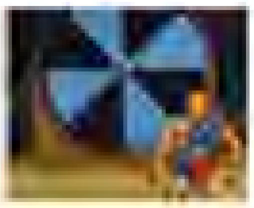


[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
General Nequor's Home was a large mansion in the Primus countryside. He invited He-Man and the Galactic Guardians to stay there in order to protect them from the Mutants.

GENERAL SUNDER'S HOUSE

[illegible] FILMATION POP ANIMATED SERIES
The former general Sunder became a farmer with a homestead that had a great deal of land for growing crops and a beautiful large house near the Whispering Woods. Sunder believed that he and his family were safe before the Horde [illegible] his wife and daughter and burned his house.

GENERATOR ROOM



[illegible] FILMATION MOTU ANIMATED SERIES
Located in the depths of the Royal Palace, the Generator Room appeared to be a power source that provided light. Within the room was a large pit-like fan that spun at tremendous speed, connected to a variety of power outlets.

GEOLON

[illegible] FILMATION POP ANIMATED SERIES
Home to the Rock People, Geolon was a planet in dire straits. It orbited a sun that was about to explode. The inhabitants of Geolon sent the explorers Stonedar, Rokkon, and Crystal in search of a new home. The peaceful Rock People avoided violence at all costs, but after an encounter with the Evil Horde on Etheria, the Rock People joined with She-Ra and the Great Rebellion before relocating their whole population to Spikeharum on Etheria.

GEYSER FIELD

[illegible] FILMATION MOTU ANIMATED SERIES
The Geyser Field was located near the Royal Palace on Eternia. The geysers, when active, shot out jets of sleep-inducing gas that made it nearly impossible for a traveler to pass through.

GHOST-GATE

[illegible] GERMAN MOTU AUDIO PLAYS
The Ghost-Gate was an interdimensional gateway that stood in the Sands of Time. During the last days of Skeletor's reign as king of Eternia, many Evil Warriors arrived on Eternia through the gate. Blade and Ninjor were among them, as were more Snake Men and Horde Troopers.

GIANT MAGICAL CLOCK

[illegible] FILMATION POP ANIMATED SERIES
Located at the center of the planet Etheria, the Giant Magical Clock controlled time throughout the planet. Mysterious flying gargoyle statues guarded the clock, which seemed to float in a dark abyss. The square clock had a pendulum with a half moon at the tip. There were an hour and a minute hand on the face of the clock. When Shadow Weaver needed to speed up time to get the Etherian moons out of eclipse, she made the pendulum swing faster and faster, causing the clock, and time itself, to speed up.

GIANTS' HOME WORLD

[illegible] GERMAN MOTU AUDIO PLAYS
According to the giants, their home world was once the most beautiful planet in the entire universe. But through pollution it had been brought to the brink of destruction. Thus, the giants left their planet for three hundred years to [illegible]. They also took [illegible] their world with them.

GIGO'S COMET

[illegible] MOTU NEWSPAPER STRIPS
Gigo's Comet was a gargantuan space rock which Skeletor and Hordak once forced Grizzlor to send hurtling toward Eternia.

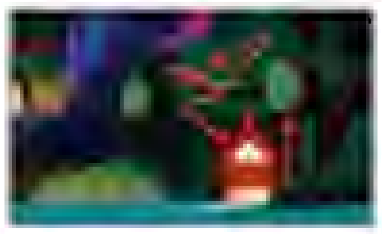
GLASS-GROTTO

[illegible] GERMAN EHAPA MOTU COMICS
Within the Evil Horde's territory on Eternia, the Glass-Grotto contained one of three pieces of the legendary Crystal Shield. Its entrances were blocked by ice walls wherein the crystal spirits were imprisoned. The Nightstalkers lived deep within the grotto.

GLEEDIL'S HOME

1985 FILMATION MOTU ANIMATED SERIES
Gleedil's dome-shaped house was one of the last places on the planet of Tikonia that were untouched by Plundor's pollution. Next to the large domed windows were solar panels to retrieve what little sunlight pierced the polluted skies. Gleedil's home was more like a museum than a habitation: it contained displays that served as living reminders of the animals that had died out during Plundor's destructive occupation of Tikonia.

GOLDEN GOOSE INN



1985 FILMATION POP ANIMATED SERIES
The Golden Goose Inn was a lodging located in the Horde-occupied village of Devlon and run by Darius and his family. The Inn had the exact same façade as the Laughing Swan Inn in Thaymor and was similarly plagued by Horde bullies who tormented the innkeeper and the patrons.

GLENMAR

1985 FILMATION POP ANIMATED SERIES
Needing workers for his factories, Horde Prime commanded Hordak to enslave the entire village of Glenmar. The village was full of quaint mushroom-shaped houses intermixed with the trees of the forest and the rolling hills.

GLIMMER'S LIGHT-FACET

1985 GERMAN POP AUDIO PLAYS
Though sharing the same name with Bellabria's palace, Glimmer's Light-Facet was an entirely different building located southwest of Crystal Castle. It became Glimmer's new home when she moved out of her mother's house. The Light-Facet gleamed brightly enough to be seen from many miles away.

GLERBUX GALAXY

[illegible] MOTU CLASSICS
The Glerbux Galaxy was the home of the [illegible] vampire race that produced the Evil Horde warrior [illegible].

GOLD CHAMBER OF THE ANCIENTS

1983 FILMATION MOTU ANIMATED SERIES
Located deep within Mount Eternia was the Gold Chamber of the Ancients. While there was no actual gold kept there, the Spirit of the Ancients dwelled in the darkness and gave Adam and Teela the Eternian Crystal in order to defeat and imprison the Energy Beast.

GOLDEN ISLANDS

[illegible] MOTU BOOKS
The Golden Islands was a tropical chain of islands located in the Harmony Sea of Eternia. The islands were the favorite vacation spot of the Eternian Royal Family.

GOLDEN ISLES

[illegible] MOTU MINICOMICS
The beautiful Golden Isles were located on the planet Eternia and were surrounded by the sharp waters of the Ocean of Gnarl. Consul Ari was an emissary from the Golden Isles and sometimes brought messages to King Randor. Hordak once attacked the Golden Isles with his relentless Horde Troopers. The Royal Family enjoyed vacationing in the Golden Isles because of their captivating natural beauty.

1988 GERMAN MOTU AUDIO PLAYS
The Golden Isles were a group of wonderful islands in Eternia's south. The warm, sunny region also contained the Royal Family's summer residence.

[illegible] MOTU CLASSICS
The Golden Isles were still located in the Ocean of Gnarl of the planet Eternia's Light Hemisphere in the Classics canon. The islands also consisted of the small remnant of [illegible], a once-large island that [illegible] all the [illegible] of the [illegible] Preternia before Hordak and the Spirit of Desecration [illegible].

GOLDEN PALACE

1986 GERMAN POP AUDIO PLAYS
Cams's Golden Palace was a building made of pure gold. Originally built out of wood in the space of just a few days, the palace had looked rather shabby. Fulfilling an earlier promise, Entrapta turned the wood into pure gold. Though Cams intended to make the Princesses of Etheria jealous with her new home, the palace quickly caught the attention of many Etherian peasants. An increasing number of Etherians traveled to the building and stole pieces of it. She-Ra finally put an end to this by transforming the palace back into wood.

GOLDWILLOW

1985 FILMATION POP ANIMATED SERIES
The village of Goldwillow was loyal to the Great Rebellion of Etheria. In the town center, the [illegible] of Goldwillow used to gather and listen to stories told by members of the Rebellion.

GORN CITY

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Gorn City was Denebria's most prominent town. It was home to stores, slums, spaceports, and a multitude of bars frequented by many Mutants. The city's spaceport was a hub of activity for traders and merchants from all across Denebria. Under the leadership of Mayor Koras, Gorn City was without law and order, but this changed when Koras lost the mayoral elections to Zeeka, who went on to install [illegible] as the new sheriff of the city.

Gorn City included the Mutants Club, an underground bar that did not allow non-Mutants to enter (unless they were willing to pay).

The Gorn City jail was adjacent to the sheriff's office. It was where all prisoners taken by the Gorn City Police were held; however, the city also possessed a dungeon for holding prisoners.

LOCATIONS

GORN CRATER

[illegible] UK WORLD (MOTU ANNUALS)
Gorn Crater was one of Bolkin's hideouts based on the planet of Denebria.

2008 MOTU CLASSICS
In the Classics continuity, Gorn Craters were depressions on the surface of the planet Denebria in the Tri-Solar System. They provided sufficient coverage to allow Flogg as a hideout while commanding the Horde's Denebrian Space Mutant Gorn Squad.

GORN DESERT

[illegible] HE-MAN MINICOMICS
The arid Gorn Desert was located on the planet Denebria. The Evil Mutants built their base there.

GORNWORKS MINE

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Gornworks Mine was a large mine located on the outskirts of Gorn City.

GRAIN WAREHOUSE

1985 FILMATION POP ANIMATED SERIES
The Grain Warehouse was used by the Etherian farmers to store their grain. The warehouse was a large tubular [illegible] located near the village farms.

GRANAMYR'S FIRE PIT

[illegible] FILMATION MOTU ANIMATED SERIES
On Eternia, the great dragon Granamyr resided in a fire pit within his fortress of Darksmoke. The fire pit was surrounded by treasures Granamyr had collected over many centuries, and the fires from the pit gave Granamyr his power and magic.

GRANITE

[illegible] MARVEL STAR (MOTU COMICS)
In the Marvel Star Comics, the home of the Comet Warriors Dewser and Rokkon and their raging Meteorb Army was Granite, a planet that was many light years from Eternia. The Comet Warriors found themselves and their Meteorb allies far from their home after the evil [illegible] lured Rokkon to Eternia to seek their revenge.

GRAVE OF HE-RO

[illegible] MOTU CLASSICS
The Grave of He-Ro was the burial place of the mighty wizard He-Ro after he died protecting King Grayskull from an attack by Hordak. The headstone covered the entrance to a hidden underground tomb containing a statue of He-Ro and two doors - one that led to the crypt and a false door that led to doom in the Endless Abyss. Within the crypt, He-Ro's body was preserved inside a sarcophagus, along with his magic staff and the Book of Living Spells.

[illegible]

GRAYDOR

[illegible] FILMATION POP ANIMATED SERIES
Graydor was a port town on the planet Kyrilia. The town had once been beautiful, but when the Horde took it over, it had fallen into ruin. The people of Graydor were unfriendly, sad, and aggressive. They were also afraid, so no one was willing to sail She-Ra and the Rebels to the Moon of Mondor across the sea. This forced She-Ra to purchase a ship, overpaying at one hundred gold pieces.

GRAYSKULL TOWER, SEE ETERNIAN TOWERS

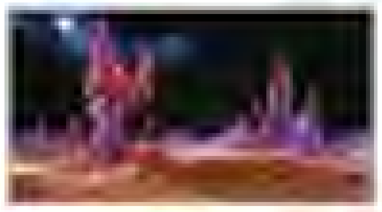
GREAT CHASM

[illegible] UK MOTU MAGAZINES
The Great Chasm was a deep ravine located very close to Snake Mountain.

GREAT DAM

[illegible] [illegible] MOTU COMICS
The Great Dam served as a large water tank for the kingdom of Eternia. Intending to flood the kingdom's village as well as Eternia, the Demons of Evil destroyed the dam. It was not rebuilt, as the Heroic Defenders successfully redirected the water into the Sea of [illegible].

GREAT DESERT



[illegible] FILMATION MOTU ANIMATED SERIES
On the planet Phantos, the Great Desert was like an ocean of sand that responded to the gravitational pull of Phantos's three moons. There were great beasts that lived beneath the sands, such as the three-eyed dinosaur-like creatures that could fire beams from their third eyes.

GREAT FOREST

[illegible] US MOTU MAGAZINES
The Great Forest was a beautiful woodland area located on the planet Etheria. A river ran through the middle of the forest, which was filled with the most immense trees on the planet. Each tree was so big that forty people holding hands could barely reach around its trunk.

GREAT HALL OF BRIGHT MOON

[illegible] LADYBIRD POP BOOKS
The Great Hall of Bright Moon was the main audience chamber of Queen Angella, where she held special events in Castle Bright Moon. It was here that Madame Razz's surprise birthday party took place.

GREAT JUNGLE

[illegible] MOTU CLASSICS
The Great Jungle was a massive forested region within the territory of the Free People of Primeria. The jungle was close to Pirate Cove and the border of the Dragon Territory of Darksmoke that began with the Caverns of Rakash. After the Spell of Separation changed the landscape of Eternia, the Great Jungle appeared to have been replaced by the Evergreen Forest and the Vine Jungle.

GREAT LAKES

[illegible] UK POP COMIC MAGAZINES
The Great Lakes were large bodies of water on the planet Etheria. During a drought created by Hordak, She-Ra flew Enchanta to the Great Lakes so that the great swan could use her large wings to move the clouds over the lakes closer to the Whispering Woods, bringing rain where it was more needed on Etheria.

GREAT REBELLION CAMP

[illegible] FILMATION POP ANIMATED SERIES
The camp of the Great Rebellion was located within the protective cover of the Whispering Woods on the planet Etheria. The makeshift camp had small tents and tree-houses to shelter the Rebels, but

despite their small numbers and primitive conditions, the Rebels were passionate about overthrowing the Horde.

GREAT SOUTHERN PLAIN

[illegible] LADYBIRD MOTU BOOKS
The vast and grassy Great Southern Plain was an area located to the south of the Evergreen Forest on the planet Eternia. If He-Man needed the service of Thunder Horse, he would go to the Great Southern Plain to find him, as it was Thunder Horse's only known home.

GREAT WALLS

[illegible] BRAZILIAN ESTRELA MOTU MINICOMICS
The Great Walls were a range of sheer cliffs located on Eternia. A secret entrance in the cliffs led to a land of gigantic prehistoric beasts. This prehistoric land was artificially maintained by instruments created eons ago.

GREATER MOON

[illegible] GOLDEN MOTU BOOKS
The Greater Moon was one of the two moons of Eternia. Skeletor planned to harness the force of

power created when both moons of Eternia eclipsed the sun, but he was defeated, and the force of energy passed into King Randor.

GREEN ISLANDS

[illegible] FILMATION POP ANIMATED SERIES
Ruled by King Arbor, the Green Islands were hundreds of miles from the Whispering Woods in the southern Boundary Sea. When a locket belonging to King Arbor's daughter, Princess Alegra, showed up at the camp of the Great Rebellion, Adora and Madame Razz investigated, discovering that Princess Alegra had been lost in a shipwreck five years earlier.

GREEN ZONE

[illegible] UK MOTU COMIC MAGAZINES
The Green Zone was a region on Eternia where the Dark Wood was located. While patrolling the Green Zone, Roboto encountered the first victim of the Slime of Evil, which Hordak used in his Slime Pit.

GREENFIELD VILLAGE

[illegible] FILMATION POP ANIMATED SERIES
Greenfield Village was raided by the Horde and had its food supplies stolen as the Horde attempted to starve its people into submission. She-Ra and Glimmer were able to help them overcome the Horde's plan and returned the villagers' food to them.

GREENTHATCH

[illegible] FILMATION POP ANIMATED SERIES
Still in the grip of the Horde, Greenthatch was a simple market town where trading took place in the center of town under the watchful eyes of Horde members such as Mantenna.

GREENVALE

[illegible] FILMATION POP ANIMATED SERIES
Ruled by the peaceful King Shuff, the kingdom of Greenvale was part of Castaspella's jurisdiction. The rabbit-like citizens of Greenvale depended upon Castaspella and She-Ra to protect them from the Horde.

GRETORI BRIDGE

[illegible] MOTU CLASSICS
Gretori Bridge was the setting of a battle between the heroic Masters of the Universe and Skeletor's Evil Warriors. During the battle, Fisto injured his rival, the Evil Warrior Chopper, who then had his hand replaced with a golden robotic implant.

LOCATIONS

GRIM BEACH

[illegible] UK POP COMIC MAGAZINES
Grim Beach was the site where an alien spacecraft crashed, prompting Hordak to experiment with the Power Cubes on the ship to create the Pathfinder machine.

GRIM WOODS

[illegible] UK WORLD MOTU ANNUALS
The Grim Woods was one of the most dangerous woodlands on the planet of Eternia because of its large population of wild beasts and many other powerful creatures. These woods were located to the southwest of the kingdom of Eternia. The twisted and dark Grim Woods had thick foliage, and many Eternians avoided the long and frightening journey needed to pass through. Long black branches stuck out as if they were living arms grabbing at anyone who traveled through the woods. Great roots and thornbushes grew thickly across the pathways of the woods. There were also whispering sounds, scratchings, and growls that came from the many creatures that inhabited this place of terror.

GRIMHAMMER UNIVERSITY

[illegible] MOTU CLASSICS
Grimhammer University was a school in the kingdom of Eternia on the planet Eternia. The heroic creator Gwildor attended the university, where he studied under many great historians, archaeologists, and magicians.

GROT'S GARDENS

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Grot's Gardens were where Grot grew all the food needed by the people of Primus. The gardens held trees, plants, and a large orchard. Grot was assisted in his work there by robot helpers.

GROTTO

[illegible] FILMATION MOTU ANIMATED SERIES
The Grotto was a hidden cave on Rocky Island on the planet Eternia. Sea Hawk was led there by Grey Jones, a rescuer he met on the island. After being led through a secret entrance, he discovered an old ship with a magic compass and a cloaked stranger who turned out to be Sea Hawk's father, the Falcon.

GROTTO OF THE BLACK SUN

[illegible] GERMAN MOTU AUDIO PLAYS
The Grotto of the Black Sun was a place created by the Great Diabolo. It contained the Scepter of Infinite Power. The grotto's name derived from the legend that the scepter's infinite power would come to an end with the arrival of a black sun. Though its existence was common knowledge among many people throughout the universe, no one knew on which planet the grotto actually could be found. Through an age-old secret that passed to him by [illegible], Skeletor discovered that the Grotto of the Black Sun actually existed on Eternia. It was hidden inside of a volcano within the Mystic Mountains and had been flooded with lava for many thousands of years. After the lava had sunk down, Skeletor was able to enter the grotto and obtain the scepter. He-Man was eventually given the scepter by Skeletor to prevent Eternia's destruction. After he brought it back, the Grotto of the Black Sun was again flooded by lava when the volcano erupted.

GROWLING SEA

[illegible] FILMATION MOTU ANIMATED SERIES
[illegible] UK WORLD MOTU ANNUALS
The Growling Sea was a large body of water on the planet Eternia, named for the roaring sounds of its turbulent waters and stormy, unpredictable waves.

[illegible] GOLDEN MOTU BOOKS & [illegible] MOTU CLASSICS
The Growling Sea was the largest of Eternia's seas located to the west of the planet's main continent. It was the location of Snake Island in the Golden books.

GUARDIAN SEA

[illegible] UK WORLD MOTU ANNUALS & [illegible] HE-MAN MINICOMICS
The Guardian Sea was the most well-known body of water on the planet of Primus. The great underwater city of Oona was located deep beneath the sea. It was also the location of the small island of Nara.

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
In the animated series, the Guardian Sea was the largest ocean on the planet Primus and the site of the underwater city of Oona.

GUARDS' TRAINING SCHOOL

[illegible] UK MOTU COMIC MAGAZINES
The Guards' Training School was the royal establishment where prospective Palace Guards were trained for duty. Teela spent much of her time there training new guards. When one pupil at the training school gained top marks in every single category, he was appointed the new Master of the Guards. His name was Clamp Champ, and he proved to be a very powerful bodyguard for the king and queen and a valuable member of the Heroic Warriors.

HALF MOON

[illegible] FILMATION POP ANIMATED SERIES
When the Horde first invaded Etheria, the Cat People retreated into their underground kingdom of Half Moon. Their queen left to search for some of their captive people, and they sealed the entrance. Within the immense labyrinth of Half Moon was a pathway leading to the citadel of the Cat People.

HALL OF JUDGMENT

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Hall of Judgment was a courtroom where a council of learned elders met to pass judgment on Primus.

HALL OF POWER

[illegible] MOTU CLASSICS

The Hall of Power was a structure of the Gods of the Multiverse. They convened there to create all that was, and all that would ever be.

HALL OF WINDS

[illegible] FILMATION MOTU ANIMATED SERIES

Within the kingdom of Mocania, an abandoned mine served Skeletor as a secret prison to hold King Boreas. One of the large caverns of the mine was called the Hall of Winds; freezing drafts from the outside constantly blew through it. Over a deep crevasse within, Skeletor imprisoned King Boreas in a glass cage hung from a cliff.

HALL OF WISDOM

[illegible] [illegible] RECORDS

Centuries before the appearance of He-Man, the luxurious Hall of Wisdom was the seat of government and the center of culture on Eternia from which the Council of Elders ruled. After they condensed their power and wisdom into the Orb of Power, they transformed the beautiful hall into a frightful structure to scare away would-be thieves of the orb. It became known as Castle Grayskull.

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The animated series made the Hall of Wisdom a more contemporary structure, used until Randor's ascension to the Eternian throne. The Hall of Wisdom served as the seat of power for the Council of Elders in the city of Eternos. The hall's main chamber was accessed through a doorway opened with a button incorporated in its guards' shields. Two sweeping staircases led down to the chamber's main floor, where the Elders lectured atop stone pillars.

The Hall of Wisdom was protected in the past by Captain Man-at-Arms and his army of Royal Eternian Guards, who defended the council against an assault by Count Marzo.

Some time after [illegible] assault on the Hall of Wisdom and the Elders' disappearance, the hall itself disappeared, leaving behind only ruins, including the Tablet of the Elders, which was later found by the Snake Men.

HARMONY DESERT

[illegible] MOTU CLASSICS

The Harmony Desert was an uninhabited area in the northern region of the [illegible] Territory [illegible]. The desert shared a name with the Sea of Harmony, which appeared on Eternia after Hordak cast the Spell of Separation and changed Eternia's landscape.

HARMONY SEA

OTHER NAMES
Sea of Harmony

[illegible] FILMATION MOTU ANIMATED SERIES

The Harmony Sea was one of the biggest oceans on Eternia. Under its surface were the city of Aquatica and the Mutant Coral Caverns.

[illegible] GOLDEN MOTU BOOKS

The Harmony Sea was a quiet and harmonious body of water in the Golden Books. The only audible sound there was the music of the wind.

[illegible] MOTU CLASSICS

In the Classics canon, the Sea of Harmony was the southernmost body of water in the planet Eternia's Light Hemisphere.

HAUNTED HEATH

[illegible] UK MOTU COMIC MAGAZINES
The Haunted Heath was a location on Eternia in which Horde Prime summoned all three evil leaders, and their armies (Skeletor's Evil Warriors, Hordak's Horde and King Hiss's Snake Men) to an important meeting where he declared he had one more of their ultimate achievements win the war against good on Eternia.

HAUNTED HILLS

[illegible] UK MOTU MAGAZINES
The Haunted Hills were an ominous hilly area in the northern region of Eternia.

[illegible] UK MOTU COMIC MAGAZINES
In the UK comics the Haunted Hills were the location of the Vault of Vargorns, the only place on Eternia with seven bells. He-Man lured Skeletor there when he attacked Eternia with the Demon Gem to thwart his evil scheme.

HAUNTED STREAM

[illegible] UK MOTU COMIC MAGAZINES
The Haunted Stream ran through the Woodlands of Eternia. Man-At-Arms and Roboto crossed through the area on their regular patrol.

HEALING TREE

[illegible] FILMATION MOTU ANIMATED SERIES
The Healing Tree was a tree with giant purple leaves that could cover a sick man and heal him. Located in the Misty Swamps, the Healing Tree nourished a poisoned victim with the swamp waters.

HEART OF ETERNIA

[illegible] MOTU NEWSPAPER STRIPS
Long thought to be a fable, the Heart of Eternia was the wellspring of all magic on the planet Eternia. Even the Sorceress never entered the Heart of Eternia, though she learned of its existence through the shared memory of previous Sorceresses and Guardians of Grayskull. The Heart of Eternia was located deep below Castle Grayskull and could be accessed only via a subterranean passage which was guarded by a magical hollow wood.

HELIOS

[illegible] MARVEL STAR MOTU COMICS
Located in the skies above the lands of Tiree, the floating city of Helios safeguarded the healing Gem of Helios. The Helioans were a very formal people and allies of King Randor. The Gem of Helios gave the city both its power and its ability to defy gravity. It was said if the gem was ever removed from the city and not returned by sunset, Helios would plummet to its doom.

HELL-ISLAND

[illegible] GERMAN MOTU AUDIO PLAYS
Hell-Island was a very small isle in the Eternian Ocean with an active volcano. He-Man destroyed a small part of it and used the volcano's lava to free the royal yacht, which was stuck in ice.

HEPDONIA

[illegible] BRAZILIAN EDITORA ABRIL MOTU COMICS
Heltonia was a kingdom located deep within Eternia's interior. Long thought to be only a legend, Heltonia was filled with exotic flowers and plant life. Heltonia could only be reached by descending into Eternia's caverns and crossing a river of liquid fire. The land's king was the wise Herbo, who commanded a population of plant-like people. Enormous wasps also inhabited Heltonia and attacked the kingdom's inhabitants when they attempted to plant precious seeds in the daylight.

HE-RO'S CRATER

[illegible] MOTU CLASSICS
He-Ro's Crater was the impact point where the Cosmic Warrior He-Ro landed on the planet Eternia after his battle with Horde Prime. While the ancient Elder rescued the immortal He-Ro and cured him of Horde Prime's Techno-Organic Virus, the crater later became part of Hordak's territory after the Grove of the Three Towers. Hordak built a factory with a pipeline connected to the crater for an unknown purpose.

HIDDEN CAMP OF THE DEFENDERS

[illegible] MOTU CLASSICS
The Hidden Camp was the secret sanctuary of the Defenders of Trolla after the Unnamed One sent his Revenge Squad to invade and seize the Overlords' Temple of Power. The camp provided refuge for Trolla's Defenders after each conflict with the Revenge Squad, while Rokkon served as the camp's lookout. The Defenders welcomed He-Man to the camp after he arrived on Trolla with Skeletor and saved Bromarine from one of Tri-Beast's attacks.

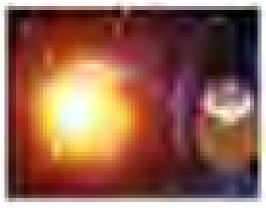
HIDDEN CITY OF JATORIA

[illegible] MOTU CLASSICS
The Hidden City of Jatoria was an underground metropolis located in Subternia on the planet Eternia. Jatoria was located beneath the Jatorian and Arachnia City, although no known connection existed between the two.

HINDERLANDS

[illegible] FILMATION MOTU ANIMATED SERIES
The Hinderlands were the home to King Dathquor and his miniature castle. The Hinderlands that surrounded his castle were made up of stone formations with sharp outcrops, formations, dead trees, and winding vines.

HIVE



1985 FILMATION POP ANIMATED SERIES

The Hive was a giant colony ship filled with Sweet Bee's people. The ship resembled a giant beehive with a glass dome on top. At the bottom of the Hive, scout ships could be launched to go into deep space looking for a new inhabitable world to colonize.

HOLE SENSOR

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Hole Sensor was a huge device constructed by the Scientists of Primus which could detect any holes in the shield around Primus. It aided the Galactic Guardians in defending and repairing the shield.

HOLOGRAM CHAMBER

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Hologram Chamber was an entertainment device used on Primus. It was capable of running scenarios using holographic characters. Caz used the Hologram Chamber to re-create some of [illegible]'s old battles.

HONEYCOMB FIELDS

1985 FILMATION POP ANIMATED SERIES

Near the storehouse for their honey harvests in the Evergreen Forest, Buzz-Off's people created their honey in the Honeycomb Fields—a building made of honeycombs. The Honeycomb Fields were guarded by Buzz-Off's soldiers, and the harvest was taken to the nearby storehouse when it was ready in time for the [illegible] season.

HONEYCOMB PALACE

1986 UK POP COMIC MAGAZINES

Honeycomb Palace was the home of Sweet Bee, where she looked after the bees of Etheria.

HONEYCOMBED ASTEROID

1986 UK POP COMIC MAGAZINES

The Honeycombed Asteroid was the home of the Whisps, tiny beings of [illegible] light. Hordak plotted to use the Honeycombed Asteroid to destroy the Whispering Woods by fixing a rocket engine to it. When activated, the rocket would cause the asteroid to plunge down toward Etheria.

Hordak was unaware that the Whisps lived within the asteroid, or that they left their home to seek She-Ra's help.

The Whisps gave She-Ra the Starburst head-dress and cape as gifts and teleported her to the asteroid where she used her sword to pry the engine loose. She then [illegible] Hordak from the asteroid with a dazzling burst of stars from her cape. The Honeycombed Asteroid began to break up, but She-Ra found the Whisps a new home back on Etheria at the Crystal Falls.

HORDAK'S ETHERIAN LABORATORY

1986 UK MOTU COMIC MAGAZINES

In Hordak's laboratory in the Fright Zone on Etheria, he experimented on an innocent [illegible] and turned him into the cyborg warrior Scout Spear, who escaped him and joined the Rebel Warriors on Eternia. Hordak was said to have a similar laboratory in the Fright Zone on Eternia.

HORDAK'S SANCTUARY

2021 (DHX? MEDIA PRODUCTION) MOTU ANIMATED SERIES

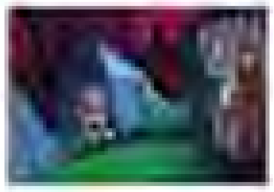
Hordak's Sanctuary was a tall, menacing building in the Dark Hemisphere containing a special chamber used by Keldor to commune with the exiled leader of the Horde. The sanctuary's location was not revealed in the cartoon series. It was only known that the chamber lay behind large ornate doors that apparently open by themselves, revealing a tall altar with a blazing brazier at the top. Its walls were decorated with Hordak's likeness. The brazier was activated when Keldor dropped a vial of acid into it, along with a blast of magic delivered from Evil-Lyn's wand. In a bid to save his own life after suffering a mortal wound during his failed assault on the Hall of Wisdom, Keldor summoned Hordak's apparition and begged him for salvation. Hordak obliged by transforming Keldor into Skeletor, the Overlord of Evil. Many years later, Hordak telepathically commanded Skeletor to return to the sanctuary and set Hordak and his exiled army free from Despondos. Not wanting to share Eternia, Skeletor destroyed the sanctuary instead. His Havoc Staff's power broke through a red barrier of energy that seemed to have protected the sanctuary in the past but failed during Skeletor's assault.

[illegible] HORDE OF [illegible]

HORDAK'S ZOO

1985 FILMATION POP ANIMATED SERIES
Hordak assigned the Horde agent Vultak to assemble a zoo with animals stolen from Fragrant Forest. All the animals were locked away in the Fright Zone, protected by an energy field, while Vultak served as their tyrannical zookeeper.

HORDE CAMP



[illegible] FILMATION POP ANIMATED SERIES
The Horde made camp along their routes with several tents and Horde Troopers standing guard by their vehicles. The tents were traditional style square tents with peaked tops erected in straight lines with military precision.

HORDE FACTORY WORKS

2016 MOTU CLASSICS
The Horde Factory Works was a complex located in the northern region of the Horde Territory of Preternia after the Time of the Three Towers. The factory included a pipeline of unknown purpose that connected it to the crater where the cosmic warrior [illegible] on Eternia after his battle with Horde Prime.

HORDE HARBOR

1985 FILMATION POP ANIMATED SERIES
The Horde Harbor was a Horde-occupied port on Etheria where Sea Hawk delivered goods to Catra and Grizzlor before Adora convinced him to join the Rebellion.

HORDE ICE STATION

[illegible] UK POP COMIC MAGAZINE
The Horde Ice Station was built in the polar regions of Etheria with the purpose of melting the polar ice with a [illegible], resulting in the flooding of Etheria. She-Ra and Frosta managed to foil Hordak's scheme, and Frosta used her freezing powers to freeze and crack the Ice Station apart.

HORDE LABOR CAMP

[illegible] FILMATION POP ANIMATED SERIES
The Horde Labor Camp was a place where the Horde mined [illegible], a powerful ore that powered all the Horde machinery. The camp was a large complex with high security, guard towers, and a fence running the complex's entire circumference.

HORDE OUTPOST

[illegible] FILMATION POP ANIMATED SERIES
Located on the road to [illegible], the Horde Outpost towered over the [illegible] in extreme contrast with its natural surroundings. The silvery structure's jagged edges reflected those of the Fright Zone with strange mechanical arms, [illegible], and a distinctive [illegible] version on the top of the tower.

HORDE RESEARCH BASE

[illegible] FILMATION POP ANIMATED SERIES
The Horde used their Research Base in the area of Small Oak to develop a [illegible] chemical. Horde scientists developed this chemical under Catra's supervision.

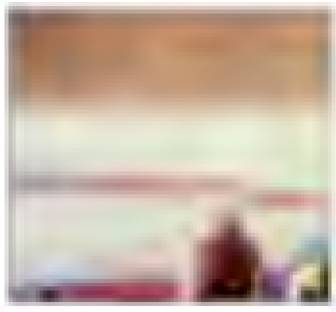
HORDE ROBOT FACTORY

[illegible] FILMATION POP ANIMATED SERIES
The Horde Robot Factory was built in the [illegible] Forest to create new Horde Troopers and take the [illegible] as slaves. The factory was a towering structure that required a great deal of forest to be cleared away.

HORDE SLAVE CAMP

[illegible] FILMATION POP ANIMATED SERIES
The Horde Slave Camp was set up within the ruins of an old [illegible] the Horde excavated to find the ancient [illegible] Book of Spells.

HORDE SPACEPORT



1985 FILMATION POP ANIMATED SERIES
The Horde Spaceport was located within the Fright Zone, from their spaceships arrived in and departed from Etheria. Hordak launched a rocket from the spaceport carrying Orko, intending to send him to Horde Prime on Horde World, but He-Man and She-Ra intercepted the rocket after fighting Hordak's forces at the spaceport.

HORDE TERRITORY

2008 MOTU CLASSICS
The Horde Territory was the northern quadrant of Etheria, controlled by Hordak's Horde after the Truce of the Three Towers. The Horde Territory included Hordak's temple and the city of Zalesia, even though the king of Zalesia was part of the Council of Elders. Unlike the other territories, the Horde did not have a tower of their own; however, they appeared to share Central Tower, which might have been neutral ground.

HORDE TROOPER FACTORY

1986 UK POP COMIC MAGAZINES
The Horde Trooper Factory was located inside the Fright Zone on Etheria. Countless slaves—innocent victims captured by Hordak—were forced to manufacture Troopers there on a daily basis. However, many of the slaves on the assembly line sabotaged as many Troopers as possible, putting in faulty circuits or impaired targeting systems so the Troopers would be incompetent and easily defeated by the Rebels.

When She-Ra, Bow, and Castaspella tracked some captured slaves to the factory, they found out what was happening there and freed the slaves. Using a shimmering portal made by her own magic, Castaspella helped the slaves escape to the Whispering Woods and then they fired an explosive arrow that destroyed the entire factory.

1986 UK MOTU COMIC MAGAZINES
The more important operations in the factory were overseen by Trooper 007. Among these was the creation of Hordak's Super Trooper, which he considered to be the ultimate weapon against He-Man.

The factory contained a Danger Room in which Troopers were tested for quality by being passed in front of a firing squad, itself made up of Troopers.

HORDE WORLD

1985 FILMATION POP ANIMATED SERIES
Horde World was first introduced in the She-Ra animated series by Filmation, where it was the capital of the Horde Empire, a training ground for the Horde army, and home to Horde Prime and his son Prince Zed.

2008 MOTU CLASSICS
The Classics canon revisited Horde World, which was again the sovereign planet of the evil, galaxy-spanning Horde Empire. It was a large planet covered by a nightmarish military-industrial complex given over to ongoing conquest and exploitation of the empire's victims. Ruled first by Horde Lord, and then later by his ambitious son Horde Prime, Horde World was the setting of many evil plans for universal domination. Horde Prime created his Techno-Organic Virus and his Vortex Brain Generator while on Horde World. Although he defeated the Oorthonian champion, Bo, his actions set in motion a chain of events leading to the rise of the Towers of Destiny, adding warriors of half-Eternian and half-Earthling bloodlines destined to defeat the empire.

Eventually Horde Prime's enemies, He-Man and She-Ra, joined forces with their oldest nemesis, Skeletor, and waged an attack on Horde World itself. They defeated Horde World's defenses with the Starship Eternia's Stellar Disruptor, allowing the twins and Skeletor to breach Horde Prime's main citadel and attack him just as he was completing his greatest weapon, the Vortex Brain Generator. While He-Man and Skeletor were locked away with the weapon's key control, She-Ra defeated Horde Prime. The evil leader's spirit survived and bound itself to She-Ra's armor, temporarily corrupting her into the evil queen Despara, and Horde World and the Horde Empire were left in ruin.

[illegible] DC MOTU COMICS
In the DC comics, Horde World was again the seat of the Horde Empire and the residence of Hordak and his father, Horde Prime. A million years before the birth of Prince Adam, Hordak murdered his father and claimed the Horde Empire as his own.

The Horde spread like a virus throughout the universe, and Horde World became the ultimate battleground between the Cosmic Enforcers and the Horde army. Both were decimated, but Hordak survived, and with the mystic Skull of Horde Prime (the Skull of Power), he built his Horde army on Horde World with his eyes set on the power of Eternia.

ARTWORK COURTESY OF DC COMICS

HORROR HALL

1985 FILMATION POP ANIMATED SERIES
The dark, foreboding castle known as Horror Hall was Shadow Weaver's personal sanctuary. From here, she could observe her enemies via a black pool and worked her sinister magic against them. Shadow Weaver kept a library of thousands of spell books within Horror Hall, as well as strange monsters trapped under glass domes.

1986 UK POP COMIC MAGAZINES
Horror Hall was the home of Shadow Weaver in the UK comic magazines, located within the Forest of Fear. She kept her hundreds of spell books and magical artifacts at Horror Hall, and hatched her own plots against She-Ra from within its walls.

2008 MOTU CLASSICS
Horror Hall was the volcano-based fortress of the sorceress traitor Shadow Weaver in the Horde-occupied territory of the planet Etheria. Shadow Weaver used her black magic from Horror Hall to fight the Etherian Rebellion, all the while plotting to one day overthrow Hordak and seize his powers for herself.

HOURGLASS MOUNTAIN

[illegible]

HOUSE OF DARKNESS

OTHER NAMES
[illegible]

[illegible]

[illegible]

HOWLING FOREST

[illegible]

[illegible]

HYPERSPACE

[illegible]

IALA

[illegible]

ICE DESERT

[illegible]

ICE FOREST

[illegible]

ICE ISLAND

[illegible]

ICE MOUNTAINS (I)

[illegible]

[illegible]

Many strange and mystical locations were hidden in the nooks and crannies of the Ice Mountains, such as the Vale of Caldor.

[illegible] UK WORLD MOTU ANNUALS
As in other continuities, the annuals [illegible] about the Ice Mountains in Eternia's polar north, yet uniquely described them as resembling [illegible] spikes of ice-covered stone that glittered blue, purple, and crimson in the sunlight.

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
While still located in the frozen north, if not necessarily as far as the pole of Eternia, in this universe the region was home to a secluded race of intelligent [illegible] like beasts called the [illegible] and was rich with deposits of rare Eternium ore.

Small and mysterious wolf-like creatures apparently lived in these mountains as well, as one appeared only for a moment and then disappeared into a snowbank as [illegible] flew overhead.

[illegible] MOTU CLASSICS
While still in the north of Eternia, in the Classics continuity the frozen mountain range extended across both the Light and Dark Hemispheres and contained the city of [illegible], as well as being the home of [illegible], a master of controlling cold weather. The Ice Mountains were also the location of the Northern Weather Station, which [illegible] seized on Skeletor's orders in order to enact a plan to spread cold weather across Eternia.

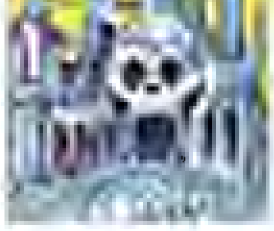
ICE MOUNTAINS (II)

[illegible] UK WORLD MOP ANNUALS
The Ice Mountains of Etheria were located in one of the planet's polar regions. [illegible] once tested a device called the Ice Weapon in the Ice Mountains, but because of a slight error the device caused the ice to melt. When the oceans and seas began to flood, She-Ra and [illegible] discovered [illegible] plot when they went to the Ice Mountains to investigate. Everything was put back into place, and the Ice Weapon was destroyed.

ICE REGION

[illegible] GERMAN MOTU AUDIO PLAYS
The Ice Region was an arctic area in Eternia's North. It was populated by ice giants, as well as the [illegible].

ICE VALLEY OF DEATH



[illegible] GERMAN EHAPA MOTU COMICS
The Ice Valley of Death was a large frozen region that no Eternian had ever traveled to, for according to the Elders, anyone who entered the valley would find certain death. [illegible] between large [illegible] ice structures.

Nevertheless, the Heroic Defenders traveled to this deadly valley when Skeletor held the king and queen there as prisoners inside of a large ice castle.

INCENDRIA

[illegible] UK MOTU COMIC MAGAZINES
Formerly part of a [illegible] in the [illegible] Galaxy, Incendria was a planet once inhabited by Fire Sprites. When a [illegible] passed very close by, a chunk of the [illegible] Galaxy sun was torn out of its position and became the world of Incendria, which slowly cooled down, until only a tiny portion remained hospitable to the sprites.

Incendria eventually became completely uninhabitable for the Fire Sprites when Queen [illegible], who was cursed by the Cloud of Entropy, came traveling through Incendria on her search for the Nightworld. She had been unaware the [illegible] was inhabited at all, but the Cloud of Entropy, the result of a curse by the villainous sorceress [illegible], enveloped much of Incendria and completely eradicated the conditions necessary for the Fire Sprites to survive.

When the Fire Sprites traveled through a portal to Eternia and told He-Man their story, He-Man himself ventured through the portal to their planet to investigate the source of the cloud. Once on Incendria, he was [illegible] by Clay People who emerged from the [illegible] only to then be taken by [illegible] to Queen [illegible], who told him of her predicament. He-Man returned to Eternia, where the Sorceress combined her powers with those of Queen [illegible] on the other side of the portal to send the Fire Sprites to a new home on Eternia's sun. Subsequently, He-Man and the Sorceress returned to Incendria, where they helped lift the curse on Queen [illegible] and destroyed the Cloud of Entropy.

INFERNO ISLAND

[illegible] [illegible] MOTU BOOKS
Inferno Island was a volcano in the Eternian Sea. He-Man used the Talon Fighter to cause the volcano to erupt. Once the lava and [illegible] [illegible], it began to cool, quickly warming the water and causing the ice prison around the Royal Family's vessel the Star Eagle to melt.

INFINITA

[illegible] UK WORLD MOTU ANNUALS & [illegible] UK MOTU COMIC MAGAZINES
The planet of Infinita was Skeletor's original home in the World annuals and UK comics.

SEE ALSO: [illegible]

INNER SANCTUM

[illegible] UK MOTU COMIC MAGAZINES
Skeletor's Inner Sanctum within Snake Mountain was connected with Eternia's Twilight Zone. It was here that Skeletor took one step into the outer limits of magic by calling Tongue the Terrible forth from the Demon Dimension.

INSECT PEOPLE'S VILLAGE

[illegible] FILMATION MOTU ANIMATED SERIES
The Insect People's Village was located beneath [illegible] Mountain. When Orko [illegible] the [illegible] to [illegible] to [illegible], the mountain began to collapse, threatening the village below.

INSECTIA

[illegible] MOTU CLASSICS
Insectia was a green and yellow planet located near the edge of the Horde Empire's space. Insectia closely resembled the planet Flora[illegible] except that it lacked any satellites of its own.

INTERGALACTIC FOUNDATION SPACE STATION

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Intergalactic Foundation Space Station was taken over by Skeletor and the Mutants in order to lure the Galactic Guardians of Primus into a trap.

INTERSTELLAR CIRCUS

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Resembling a traditional Earth-based circus tent, the Interstellar Circus was run by Professor [illegible] who was actually Skeletor in disguise. Skeletor tricked the [illegible] into attending the circus in order to kidnap them.

IRON FOREST

[illegible] UK WORLD MOTU ANNUALS
The Iron Forest was a very dark and very large forest containing only one very old and overgrown path. The forest was located to the south of the kingdom of Eternia. Travelers would often get lost in the forest and only rarely escaped alive. A settlement of dwarfs lived in an [illegible] fortress located in the heart of the forest, where they guarded the [illegible] of the Iron Forest.

On one occasion, Evil-Lyn disguised herself as a [illegible] to [illegible] the dwarfs, who were notoriously [illegible] and [illegible] to show off their treasures. The dwarfs were easily swayed by a beautiful face, and she used her influence to steal the [illegible] from them.

IRON MOUNTAINS

[illegible] UK WORLD MOTU ANNUALS
The Iron Mountains were a cold, windswept mountain range located in a southern region of the planet of Eternia. The grey mountains looked as if they were made of iron and were smooth as glass. They were easily the planet's most dangerous mountain range. Located upon one of the mountains was a mysterious shrine, unreachable due to the steepness of the mountain's face. All those who tried to reach it fell to their deaths. Legends said there were also mysterious Keepers of the Shrine who further protected the shrine and its many treasures.

At one time, Skeletor planned to use his magic to ascend the mountain, steal the treasure and sell it to fund his war efforts against the forces of good. As usual, Skeletor failed when He-Man, [illegible] and [illegible] got involved.

ISLAND OF AMERIOS

[illegible] UK MOTU COMIC MAGAZINES
The Island of Amerios was once the site of a great war between two opposing tribes. When the two mighty armies clashed in their final battle, they were both snatched from their time period by the evil sorcerer Polk, who made them into the Forgotten Army, his own tool for conquest of the entire universe.

Many years later in the ruins of Amerios, He-Man found the Book of Powers, which held the secrets of the island. Evil-Lyn used her magic to command the book to take the Evil Warriors to its power source—but they wound up as captives of Polk and pitted against his soldiers so that he could transfer the powers of both the Heroic and the Evil Warriors to his own army of warriors from Amerios. When the Elders of Eternia defeated Polk's scheme, the warriors of Amerios were returned to their own time period.

ISLAND OF MONSTERS

[illegible] UK MOTU COMIC MAGAZINES
The Island of Monsters was the home of many great demons; one of the most powerful being Konulla. Skeletor and Beast Man traveled to the Island of Monsters intending to find Konulla and enslave him with Beast Man's powers. After encountering a large [illegible] creature that Beast Man mistook for Konulla, Beast Man used his powers to [illegible] the real Konulla [illegible]. With him under their power, they returned to the mainland. However, as Konulla was not evil but a [illegible] and harmless demon by nature, he returned to the Island of Monsters once he was free from Beast Man's mind control.

ISLAND OF TERROR

[illegible] GERMAN KIDS' MOTU COMICS
The Island of Terror was discovered by the Heroic Defenders in the Fogs of Confusion. Afloat through the air, it was covered with jungle plants on its surface. The island turned out to have been created by Skeletor. Its course and even its weather could be controlled from a secret command center inside of it. Several beings, including a [illegible], were incorporated into the island, with the intent to kill He-Man and his friends. When the heroes overcame all of Skeletor's traps, he directed the island to the Moon of Eternal Waters before abandoning it. On the moon, the Island of Terror was consumed by a gigantic [illegible].

ISLAND OF TITUS

[illegible] UK [illegible] MOTU ANNUALS
The Island of Titus was a small island in the [illegible] Bay, located on the planet of [illegible].

ISLAND OF WILDFLOWERS

[illegible] GERMAN POP AUDIO PLAYS
The Island of Wildflowers was located near [illegible] home, southeast of Crystal Palace. The small isle was completely covered in magical wildflowers that paralyzed anyone who went too close to them. Victims of the flowers could be reawakened with [illegible] from the Tree of Living Dimensions.

ISLANDS OF THE STAR BRIDGES

[illegible] GERMAN MOTU AUDIO PLAYS
The Islands of the Star Bridges were a group of beautiful islands located in western Eternia. There, during [illegible] nights, it was possible to clearly watch what was happening on other planets.

In his masquerade as Trojan, Ty[illegible] pretended to originate from these islands.

ISLE OF TEARS

[illegible] FILMATION MOTU ANIMATED SERIES
The Isle of Tears was an imposing island that was home to the sinister castle of the evil Gorgon. The isle was once ruled peacefully by King [illegible] before Gorgon overthrew him. The castle's entrance was under a terrifying, demonic face, and Gorgon's chamber inside was laden with the skulls and bones of creatures that had presumably once inhabited the island. Gorgon himself sat upon a throne flanked by his guards.

JAMIE RIVER

[illegible] UK POP COMIC MAGAZINES
Shadow Weaver once held Rebel archer Bow captive near the Jamie River on Etheria while under the mistaken impression that he knew She-Ra's secret identity. When Shadow Weaver teleported Adora, Madame Razz, Broom, and Kowl to the river, believing they were of no use to her scheme, she inadvertently allowed them to rescue Bow.

JANTIX

[illegible] MOTU CLASSICS
Jantix was a planetoid located inside the Horde Empire's space in the Demidi Dimension. Jantix [illegible] have been destroyed either in battle or from overmining, as only one of its twin planets [illegible] now.

JANTIX II

[illegible] MOTU CLASSICS
Jantix II was a heavily industrialized planet located inside the Horde Empire's space in the Demidi Dimension. Jantix II's surface was completely engulfed by worldwide technological development.

JAWS OF DARKNESS

[illegible] FILMATION POP ANIMATED SERIES
The Jaws of Darkness was the first challenge on the path leading to the Kingdom of the First Ones in the underworld of the planet Etheria. Once the challenger entered the doorway, a spiked ball was released, threatening to crush them.

JAYMS-TOWN

[illegible] UK MOTU COMIC MAGAZINES
Jayms-Town was a small village in Hordak's Fright Zone on Etheria. Most of its residents were good people who lived in fear of the Horde, but one citizen, Ade-Rex, was tempted by the ways of evil and formed his own scheme to gain power. Creating his own Horde Trooper costume, he terrorized his fellow villagers in the guise of a Trooper, robbing them under the pretense of collecting Horde taxes. When Mantenna reported to Hordak that a rogue Trooper had been terrorizing Jayms-Town, Hordak visited the village and exposed Ade-Rex as a fraud before taking him prisoner.

JER-HOLT'S TRADING POST

[illegible] UK MOTU COMIC MAGAZINES
Jer-Holt's Trading Post was the retail outlet of Jer-Holt, a well-known traveling merchant and notorious swindler. When fellow traders and swindlers [illegible] and [illegible] bought some items from Jer-Holt's Trading Post, they found they included the bottle containing the Red Monster, a demon that the traders wound up giving to Hordak.

JEWELER'S SHOP

[illegible] FILMATION POP ANIMATED SERIES
Glimmer brought her mother's crown to an Etherian master jeweler's shop for repairs. Inside the shop, he displayed various precious objects, some contained in standing display cases.

LOCATIONS

JODDER'S HOUSE

1986 UK MOTU COMIC MAGAZINE
Jodder's house, located deep in the heart of the Howling Forest of Eternia, was where the great scientist conducted his experiments in solitude. After his home was invaded by one of the forest apes under the control of Beast Man, Jodder's greatest invention, his shrinking serum, was stolen.

Following this incident, an alarm system was installed in the house on King Randor's instructions, so Jodder could contact the Heroic Warriors in the case of any future attack on his home. However, Skeletor managed to successfully conduct another infiltration, sabotaging the alarm system and stealing Jodder's enlargement serum. When the enlargement serum was used on Kobra Khan, Khan increased to giant size and crashed through the roof, destroying the cottage. Thereafter Jodder relocated to the Royal City of Eternos to continue his work in safety.

JUNGLE

1983 FILMATION MOTU ANIMATED SERIES
This incredibly dense and colorful jungle was a mysterious place on Eternia, home to the dueling kingdoms of Operon and Targa. The two kingdoms were separated by a river that ran through the jungle. High above the city of Targa was a mountain which contained a lake.

JUNGULIA

1986 UK MOTU COMIC MAGAZINE
Jungulia was a planet on the outer edge of the spiral arm of the 923 Galaxy. A large jungle world, it was the home of Grizzlor, a young member of the race of hairy, beast-like, but peaceful Jungulians. Grizzlor wound up in Hordak's service after Horde Prime's Sina Spies hovered above Jungulia and mistook the innocent Grizzlor for a powerful Evil Warrior when they heard him playing with a mysterious set of weapons he had stumbled upon in one of Jungulia's caves. As Hordak was Horde Prime's ruler for this sector of the universe, he was assigned the task of traveling to Jungulia and recruiting Grizzlor into his Horde. Once Grizzlor was beamed aboard Hordak's ship, all memories of Jungulia were erased from his mind.

[illegible] MOTU CLASSICS
Jungulia was a green, heavily forested planet located inside the Horde Empire in the Eternian Dimension in the Classics canon. Jungulia was originally a peaceful planet with natives who were extremely long lived. One of the natives, Gurrluff Duhnowaaark, was abducted by the Evil Horde and brainwashed to become the Horde warrior Grizzlor.

JUNK ASTEROID

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Skeletor and the Mutants were forced to make an emergency landing on the Junk Asteroid after the Mothership was heavily damaged. On the asteroid, they found not only mountains of junk, but also high-tech weaponry left behind by an advanced race.

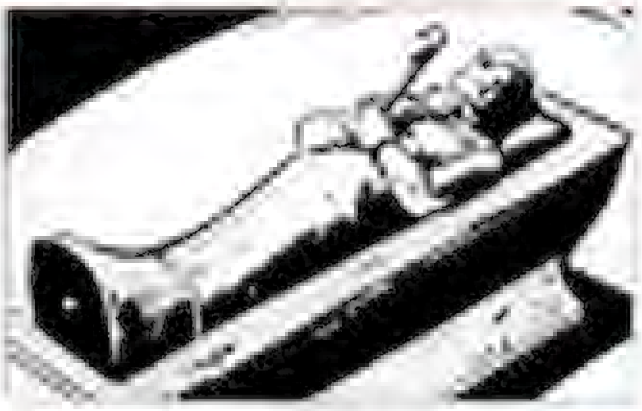
KANDROX

[illegible] MOTU CLASSICS
Kandrox was a small black planet located inside the Horde Empire-controlled space of the Eternian Dimension.

KARIB

[illegible] MOTU CLASSICS
Karib was a planet located deep within the Horde Empire in the Eternian Dimension. Unlike many of the worlds plundered near Horde World, Karib did not appear to be a technologically advanced planet from space. Much of Karib's surface was blue ocean with nine large yellow landmasses.

KARTAN'S TOMB



[illegible] MOTU NEWSPAPER STRIPS
The tomb of the ancient mystic Kartan was located in the arid Far Wastland of Eternia. Within the cavernous, maze-like tomb rested Kartan's sarcophagus, which was hidden behind a secret passageway. According to Prince Adam, after Castle Grayskull, Kartan's Tomb was the most legendary place in Eternia.

KEX KINGDOM

[illegible] MOTU MINICOMICS
The underground Kex Kingdom was located deep within Eternia and accessible via a passageway leading from Castle Grayskull. Beast Man once attempted to subjugate the Queen of the Kex, hoping that once the eggs of the Kex people hatched, he would have an army of his own. When the Queen of the Kex struggled against Beast Man's magical bonds, Eternia itself shook.

[illegible] MOTU CLASSICS
The Kex Kingdom was an underground insect hive located in Subternia on the planet Eternia. The kingdom appeared accessible from various mounds visible on the planet's surface near the southern Polar Icecap somewhere in Eternia's Dark Hemisphere.

KING HISS'S CAVERNS

[illegible] UK MOTU COMIC MAGAZINE
After he had been freed in present day Eternia, King Hiss used a range of underground caverns as his headquarters. These snake-infested caves were linked with Snake Mountain, allowing him easy access to Skeletor's domain.

KING STEFEN'S CAMP

1985 FILMATION MOTU ANIMATED SERIES
In Dypsonia, King Stefen was at war with the Turns. In his encampment near the underground caverns, he challenged the Turns, who believed at the time that he was invincible due to the Sunstone crystal. Hurting the Turns, Stefen's man saw Evil realized the crystal was actually a useless rock.

KINGDOM OF BLUESTONE

1985 FILMATION POP ANIMATED SERIES
Controlled by the Great Rebellion, the kingdom of Bluestone was home to a fortress that contained civilian homes and businesses. The fortress surrounded and protected the town from Horde invasion. The tops of the towers looked like helmets, and on one occasion She-Ra used them like a dome to trap Horde vehicles.

KINGDOM OF BRIGHT MOON

OTHER NAMES
Kingdom of Brightmoon

1985 GOLDEN MOTU BOOKS
1985 LADYBIRD MOTU BOOKS
1986 UK WORLD MOTU ANNUALS &
1985 FILMATION POP ANIMATED SERIES

The kingdom of Bright Moon was one of the most prominent principalities overthrown by the Evil Horde upon their invasion of Etheria. With the formation of the Great Rebellion, the forces of good reclaimed Castle Bright Moon and its surrounding kingdom. The winged Queen Angella was Bright Moon's ruler; she could channel Castle Bright Moon's magical powers that came from the full Etherian moons. Angella used this magical force to defend her kingdom and prevent the Horde from attacking the castle. Under Angella's rule, the kingdom was a safe haven for her Rebel allies. The Whispering Woods and villages such as Thaymore fell within the kingdom of Bright Moon's borders.

2008 MOTU CLASSICS
In the Classics continuity, Bright Moon was the largest kingdom of Etheria and the first to be overthrown by the invading Horde army of Hordak, who declared the Queen Regent Angella and all her subjects slaves of the Horde Empire. Angella became the first monarch to openly defy the Horde and helped found the Great Rebellion with her daughter Glimmer in the nearby Whispering Woods. Entrapta, an embittered illegitimate ruler of Bright Moon, joined Hordak's forces instead of Angella's Rebellion. After the Horde left Etheria to conquer the planet Eternia, Angella stayed behind to rebuild Bright Moon while other Rebels, including Glimmer, left with She-Ra to carry on the fight against the Horde on Eternia. Following the Second Ultimate Battleground, Glimmer returned to take her place at her mother's side, helping to rule Bright Moon.

Some members of Angella's court in Bright Moon became key members of the Rebellion, including the nobleman Kyle Rocoda, who became the Rebel archer Bow. Another Rebel loyal to Bright Moon was the princess of GreenGlade, Rebekkah Kettle, Glimmer's shape-shifting cousin who became the Rebel spy Double Mischief within the Horde.

KINGDOM OF ERELANDIA

1985 FILMATION POP ANIMATED SERIES
Ruled by King Dudris, the Kingdom of Erelandia was a beautiful landscape with a towering castle. Like many Etherian kingdoms, Erelandia was subject to the Horde and forced to give food and shelter to Horde Troopers. The king was protective of his son Prince Hunor and did not wish to challenge the Horde. Despite his father's cooperation with the Horde, Hunor was very supportive of the Rebellion. This got him into trouble, and he was sent to the Mines of Mondor.

KINGDOM OF ETERNOS

1986 MOTU NEWSPAPER STRIPS
The kingdom of Eternos was a vast area which included the eponymous capital city of Eternos as well as its surrounding villages, lands, and territories. While Randor was the king of Eternos in the newspaper strips, he was also the High King of all Eternia, meaning that all other kingdoms on the planet answered directly to Randor and the kingdom of Eternos. Embassy Row, a series of buildings populated by diplomats from various kingdoms, could be found within the kingdom of Eternos, near Eternos Park.

SEE ALSO: ETERNOS; ROYAL PALACE OF ETERNOS

KINGDOM OF GREENGLADE

2008 MOTU CLASSICS
The Etherian kingdom of GreenGlade was the home of Princess Rebekkah Kettle, cousin to Glimmer of Bright Moon. GreenGlade was loyal to Bright Moon, although Princess Rebekkah herself took on the identity of "Double Mischief," a secret spy for the Rebels working within the Evil Horde.

KINGDOM OF GREENLEAF

[illegible] GOLDEN MOTU BOOKS
Greenleaf was a small kingdom located on the planet of Eternia. The kingdom was ruled by its only heir, Prince Daniel, who was in love with Princess Ellanella of the kingdom of Stardell. When the two sweethearts were very young, they swore an oath to always love and protect each other.

When Princess Ellanella announced her engagement to Prince Daniel, the Good Rebellion was joyous, because this meant that their two little kingdoms would unite as one and become powerful allies. However, Catra had other plans in mind, as she was able to enchant her black panther, who in turn transformed Daniel into stone and cast a spell that made Castaspella accidentally turn Ellanella into a deer. Due to the oath that was taken between the two lovers, Princess Ellanella was able to break the enchantment that had transformed her and Daniel. They were then able to happily marry and join their two kingdoms.

KINGDOM OF SILVANOS

[illegible] UK WORLD MOTU ANNUALS
The Kingdom of Silvanos was a sovereign state neighbouring the kingdom of Eternia, ruled by King Randor's cousin, King Sulla. The province was known for its great hospitality and big game hunting, while the people who lived there were described as somewhat eccentric. Nevertheless, their soldiers were well trained and highly capable of defending the kingdom against any attacks from Skeletor.

In the West there lay a village nestled among the trees and the supposedly dormant volcano. This was also the home of a ferocious beast known to be the totem of King Sulla.

KINGDOM OF SNOWS (I)

OTHER NAMES
Kingdom of the Snows

[illegible] GOLDEN MOTU BOOKS
The Kingdom of Snows was a frozen kingdom in the northern polar region of Eternia. The snowy kingdom was the home of Frosta, the Ice Empress, who ruled her kingdom from Castle Chill.

[illegible] UK WORLD MOTU ANNUALS
In the Annuals continuity, the Kingdom of Snows was described as a dazzling white landscape of snow and ice stretching as far north as the eye could see and was the coldest place in all Eternia. As in the Golden Books canon, Frosta the Ice Empress was ruler of this ice-cold kingdom.

[illegible] UK POP COMIC MAGAZINES
The UK comics continuity, although not describing its precise location, similarly portrayed the Kingdom of Snows as the icy region where Frosta lived in her ice palace.

In this canon the Kingdom of Snows had never been invaded by the Horde until they breached the lower reaches of the Wuglies, a troll-like race who lived beneath a large mountain in the kingdom. The Horde had set up a mining operation there, which would have resulted in the flooding of the Wuglies' home, so She-Ra and Frosta worked to destroy the mines and free the Wuglies' domain.

[illegible] MOTU CLASSICS
The Kingdom of the Snows was the domain of Frosta, Ice Empress of the planet Etheria. Frosta ruled the kingdom from her mountain citadel, Castle Chill.

Although the Kingdom of the Snows was not directly identified as located in the polar region, the Classics canon otherwise described the kingdom identically to the Golden Books continuity.

KINGDOM OF SNOWS (II)

[illegible] BRAZILIAN EDITORA ABRIL MOTU COMICS
The Editora Abril comics reference an a Kingdom of Snows, though here seemingly on Eternia instead of Etheria. Young Princess Yeren [illegible].

KINGDOM OF SPIKEHEART

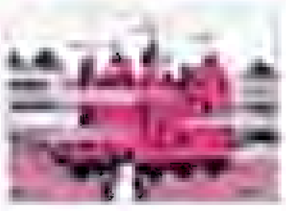
[illegible] EUROPEAN 200X ANIMATED SERIES
After offering their help to drive away the Horde, the trolls were thanked by the people of Eternia and removed themselves to their kingdom of Spikeheart. Their distrust of all-too-proud Eternians forced them to make a life underground, and they rarely came to the surface.

KINGDOM OF STARDELL

[illegible] GOLDEN MOTU BOOKS
Stardell was a small kingdom ruled by its only heir, Princess Ellanella, who was in love with Prince Daniel of the kingdom of Greenleaf. From the Palace of Stars, Princess Ellanella ruled her kingdom.

[illegible]

KINGDOM OF TARN



[illegible] UK WORLD MOTU ANNUALS
The Kingdom of Tarn, a neighbour of Eternia, was ruled by Queen Annasa. The queen ruled her kingdom with the magic Crown of Tarn. Queen Annasa's mother and King Randor's mother were sisters, making the kingdoms of Tarn and Eternia very close.

The Royal Palace of Tarn was built on an island in the middle of a huge lake. A heavily guarded causeway led from the island to the mainland, and no stranger could possibly enter without alerting the attention of a brave guardsman.

KINGDOM OF TRINOK

[illegible] INTERNATIONAL MOTU COMICS

The Kingdom of Trinok was ruled over by King Trinok, a large frog-like creature with teal fur. It was located in the Borrack Islands, surrounded by thick jungle. Around the three-towered castle were many huts where the citizens lived, while in the castle itself King Trinok kept dungeons as well as a large arena where prisoners were to be cooked for feasts.

It was here that Beast Man and Kelldor found themselves after being ambushed by Trinok's men. The duo fought their way out of the arena, Kelldor killing Trinok in the process, and thus had a bounty placed on their heads.

KINGFISHER FALLS

[illegible] LADYBIRD POP BOOKS

The Kingfisher Falls was one of the two waterfalls located on the mountain where the Crystal Castle stood.

KINGS HILL

[illegible] FILMATION POP ANIMATED SERIES

On Eternia, Kings Hill was a ridge on the other side of the Royal Palace. When Adora traveled to Eternia, the Horde hijacked the space portal and sent her into Eternia's past. When she reached Kings Hill, a distinctive landmark, she discovered that the Royal Palace was not behind it, leading her to question what had happened.

KING'S WAREHOUSE

[illegible] FILMATION MOTU ANIMATED SERIES

Within the Royal Palace, all the food supplies for the king's feasts and the rest of the palace were stored in the King's Warehouse. It contained a section for upcoming meals and feasts. It was here that Orko's Baking Soda Pie, which was meant for the king and queen, was found by the insect People called the Tyrons, who broke into the warehouse and ate it.

KLANT MOUNTAINS

[illegible] UK WORLD MOTU ANNUALS

The Klant Mountains were snow-covered peaks located in one of the polar regions of the planet of Eternia. These wild and treacherous mountains only housed one settlement, hidden deep within the range. This was the village of Klant, known for its spring waters which allowed the inhabitants of the village to live to be approximately two hundred years old.

KOALA VILLAGE

[illegible] UK POP COMIC MAGAZINES

The Koala Village was home to the race known as the Koala People. When the Horde's Fright Zone was expanding to encompass the Koala Village, during an assault on the settlement itself by Horde Batmen, She-Ra and Bow came to the rescue of the Koala People, driving the Batmen from the village.

The Koala People were unable to move the town because their babies were very sick and the only cure was the juice from the Ghost Blossoms, found only in the Dead Zone within an active volcano. She-Ra collected the Ghost Blossoms from the volcano and gave them to the village Elder, who then treated the babies with the precious juice. Once the children had recovered, the Koala People moved on to find a home away from the Fright Zone and set up a new village near the Blue Mountains.

KOBRA KHAN'S CASTLE

[illegible] GERMAN MOTU AUDIO PLAYS

Kobra Khan's Castle stood within a forest located in the Mystic Mountains. Its towers were shaped like snake heads, and the castle itself as well as the surrounding area was populated by a great many snakes. As part of Kobra Khan's plan to take revenge on the Man, Man-At-Arms was lured to the castle by Mosquitor and imprisoned there.

KORLITE GALAXY

[illegible] UK MOTU COMIC MAGAZINES

The Korlite Galaxy was a distant star system that was home to the world of Incendria. The galaxy's blazing sun had been home to a race of Fire Sprites.

When a second sun passed close by, a chunk of the Korlite sun was torn from its natural position. It gradually cooled down and became the world of Incendria. The Fire Sprites continued to inhabit Incendria until the planet became too cold for them.

KOR'S PALACE

[illegible] FILMATION MOTU ANIMATED SERIES

Located in the Darklands, Kor's Palace was a round, dome-shaped structure in which he, his daughter Mica, and the Reptile Men lived. It was positioned next to the very prison that held the Crimson Scourge.

KOTHOS'S PALACE

[illegible] FILMATION MOTU ANIMATED SERIES

The evil wizard Kothos ruled over a mysterious palace that levitated over the skies of Eternia. The palace's interior was beautifully designed and reflected the great wealth the villain had acquired, while tall spike-like towers protruded from its purple domed exterior.

Kothos's ury warriors also resided within the structure and would follow his every command. By clapping his hands together, Kothos could summon his floating palace at will, even from a great distance.

KROOM FORTRESS

1985 FILMATION MOTU ANIMATED SERIES
The strange pig-like Krooms kept a fortress in a monster-filled forest on Trolla. The fortress sat atop a steep cliff and was an imposing stronghold with sharp, jagged towers and cavernous, spooky corridors.

KRAYLAK'S NETHERWORLD

1986 UK MOTU COMIC MAGAZINE
Kraylak the Mighty, the exiled demon in the thousand dimensions, resided in his own dark Netherworld. When Kraylak was accidentally unleashed onto Eternia by one of Orko's spells, Orko himself was stranded in Kraylak's Netherworld, along with Prince Tar'Ryl.

In the Netherworld they encountered a giant lizard creature, man-eating plants, and a fierce dragon. Once the Sorceress and He-Man had defeated Kraylak on Eternia, the demon and his horde were banished once more into the Netherworld, while in turn Orko and Tar'Ryl were brought back to Eternia.

KYLAX SYSTEM

2008 MOTU CLASSICS
The Kylax System was the home of the Space Pirate Rizzy who later went by the name of Blade and became one of Skeletor's Evil Warriors.

KYLEX

2008 MOTU CLASSICS
Kylex was a small planet encircled by three rings in an asteroid formation, located inside the space of the Horde Empire in the Demion Dimension.

KYRTIS

1985 FILMATION POP ANIMATED SERIES
The planet Kyrtis was home to Monteo and its infamous mines. If the people of the small town of Grayder were any indication, the population of Kyrtis were not happy people.

LABYRINTH OF PERPETUA

1985 LADYBIRD MOTU BOOKS
The Labyrinth of Perpetua was built underneath the Plain of Perpetua centuries ago to imprison the most dangerous monsters and creatures on Eternia. It was the home of the fabled Behemoth, which was the most terrible of all the creatures from the Labyrinth. Outside the maze, the structure had the appearance of crumbling stone pillars holding up a half broken arch.

LAKE KROLY

1986 EDITORA ABRIL MOTU COMICS
Lake Kroly was a large body of water located in the village of Rol on Eternia.

LAKE OF GNARL

2009 MOTU CLASSICS
The Lake of Gnarl was a body of water in Preternia where the Defector Slug-Men lived. When the Horde arrived on Eternia they magically summoned one of the Slug-Men, Kl'ull, and wiped his mind to bolster their forces during the Great Wars, thus turning him into the monstrous Blaster of Mosquitor.

The lake's exact location was never revealed, but was lost after the Spell of Separation that changed Eternia's landscape; however, it may have become part of the Ocean of Gnarl.

LAKE OF THE LOST

1985 FILMATION MOTU ANIMATED SERIES
The Lake of the Lost was the location of both Count Marzo's fortress and the Well of Forgetfulness. In an evil plan, Count Marzo plotted to merge the waters from the Well of Forgetfulness with those of the Lake of the Lost, to prevent the hiding place of the Ring of Remembrance.

LAKE VORTEX

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
Lake Vortex was said to appear on Eternia's plane of existence once every thousand years in the Plains of Perpetua. Its magic was used by Man-At-Arms to create an innate shell capable of draining Skeletor's own energy for every evil deed he committed or even thought of committing.

LAND OF ENDOR

1985 GOLDEN POP BOOKS
The Land of Endor was once an ancient land that disappeared along with its inhabitants: Endor himself, Endor's wife, and their daughter Astra, who lived in a silver castle.

After observing strange occurrences on Eternia, She-Ra and Glimmer stumbled upon this location, which was frozen in time. Endor had been abusing the magic of Ancients to keep his land frozen, since his wife had grown deathly ill and by preventing the flow of time, he had artificially prolonged her life. After She-Ra cured Endor's wife with her healing magic, she helped Endor send his realm into the Land of Legends.

LAND OF FERROS

[illegible] UK POP COMIC MAGAZINES

The Land of Ferros was one of the strangest regions on Etheria. Everything in it was made from metal, even the plants. Legend had it that a robot once had been [illegible] up gardening [illegible] the time, and the metal plants were her idea of beautiful flowers.

Catra took Madame Razz, Broom, and the Twiggets to the Land of Ferros and forced them to obtain some of its metal, in order to make her a sword infused with a power as strong as She-Ra's.

LAND OF GIANTS

[illegible] MOTU CLASSICS

The Land of Giants in the Mountains of Perpetua was the home of the giants of Preternia. These giants kept herds of dinosaurs. One of their number, Tytus, was forced to leave Perpetua after his herd began developing strange robotic parts, which were symptoms of exposure to the Horde's Techno-Organic Virus that had passed unwittingly from the [illegible] to the planet itself.

Tytus and other giants later joined King Grayskull and other Free People of Preternia in fighting the oppression of the evil Snake Men and the invading Horde. After the Truce of the Three Towers, the land became part of the Dragon Territory of [illegible], despite the giants' alliance with the Free People. The evil giant Megator also left their home in Perpetua to join the Horde, when Hordak sought allies against the giants who had joined King Grayskull.

LAND OF LEGENDS

[illegible] GOLDEN POP BOOKS

The Land of Legends was a dimension where people of Etheria's past went to live, in order to escape death. It was here that Endor, his wife [illegible], and his 'government' [illegible] after She-Ra healed Endor's wife so that he no longer needed to steal [illegible] magic in order to keep the Land of Endor in time.

Since Endor and his family resided in the past, they would cease to exist if they were to enter the present time period. Thus She-Ra helped Endor by magically sending the Land of Endor into the Land of Legends.

LAND OF SHADOWS

[illegible]

The Land of Shadows was a region that had been created long ago by the evil magic of [illegible], who had come to rule over the dark, barren land. Anyone who passed into this land and into its darkness would begin to feel a sense of evil and dread.

Being a dangerous location, it was also filled with demons and other vile creatures. Skeletor eventually lost his hold over this land, following a plan to bring Castle Grayskull itself into the Land of Shadows. Skeletor's evil spell was broken by He-Man, allowing the land to finally feel the light of the sun and turn luminous again.

LAND OF THE GRAY ONES

[illegible] GERMAN MOTU AUDIO PLAYS

The Land of the Gray Ones was an area within the Mystic Mountains. It was a forbidden place, as no one had returned from it, and all [illegible] it madness. This was due to the powers of the Gray Ones, the beings who populated the land. Skeletor was the first known man to leave the region alive after he and the Gray Ones had built the Witch Tower together.

LAND OF THE WOLF PEOPLE

[illegible] UK WORLD MOTU ANNUALS

The Land of the Wolf People was located many leagues from Castle Grayskull, across the ocean. The Wolf People, who were half human, half wolf, inhabited this land. There were several stone towers located in this seaside region.

Many years in the past, this land was controlled by the [illegible], who ruled her people with a sacred statue until pirates of the vessel [illegible] came along and stole the statue, which then remained missing for many years. It was said that whoever gained possession of the statue would become the leader of the Wolf People.

Skeletor uncovered the statue and tried to use it to control the Wolf People for his own ends; he was foiled in this ambition when He-Man flung the Sword of Power, knocking the statue into the crowd of Wolf People.

LAREDOS

2008 MOTU CLASSICS
Laredos was a bright planet with one unique ring located in the Eternian Dimension, just outside the space controlled by the Horde Empire.

LASER GATE

1984 UK MOTU ANNUALS
The Laser Gate was the path that Captain Zenox and Kumo took to travel back in time, in order to find He-Man on the ancient planet of Eternia.

LATOS

1986 UK MOTU COMIC MAGAZINE
During the time when the Reality Shaper was present on Eternia and according reality to Hordak's desires, the Horde leader's ability to rule Eternia extended to controlling all the warriors on the planet. Hordak instructed a portion of the warriors to invade the planet Latos, intending to enslave the population there and transport them to the hostile world of Metallicus, where they would be put to work in the mines.

LAVENDER POND

1985 FILMATION POP ANIMATED SERIES
Lavender Pond was a small body of water surrounded by lavender plants among rolling hills. The pond was a popular meeting place for the Great Rebellion.

LAUGHING BRIDGE

1984 GERMAN MOTU AUDIO PLAYS
The Laughing Bridge was a magical construct built over a small river in the Mystic Mountains. Though it appeared to be a normal bridge built from stones, many Eternians who walked underneath it had vanished forever. The Laughing Bridge got its name from the fact that it resembled a laughing mouth when it was mirrored in calm water. However, this rarely happened, as blowing wind almost always disturbed the water.

The Masters of the Universe encountered the bridge after the Fairy Kingdom and Man-E-Faces had vanished underneath it. Through hints given by the Ice Dwarves, He-Man found out that the winds only stopped blowing when everyone around the bridge behaved humbly. As it turned out, the bridge was a gateway to a place that could be entered only through its laughing mouth. By remaining humble and riding on the ancient Battle Ram, the Masters were able to enter the cave, fulfilling the Ice Dwarves' comment that "if humility and the testimonial of a time long gone meet, the bridge opens for the brave ones."

Behind the bridge, the heroes encountered a gigantic cave containing an entire tiny world, which was illuminated by a diamond stuck in the eye socket of a dinosaur skull. The Monster Warriors had taken up residence in the cave but ultimately had to flee from the Masters of the Universe, as the cave's magic powers caused anyone who behaved with self-aggrandizing arrogance to become extremely weak.

LAUGHING SWAN INN

1985 FILMATION POP ANIMATED SERIES
Located on Etheria in the village of Thaymore in the kingdom of Bright Moon, the Laughing Swan Inn was where Prince Adam, Bow and Kowl got into trouble with drunken Horde Troopers.

1985 POP MINICOMICS
In the minicomic canon, the Laughing Swan Inn was portrayed rather differently: built to resemble a giant pink swan, it featured a balcony built into the swan's "crown." Perfuma's gardens were located on the grounds of the inn and was widely considered the loveliest garden in all of Etheria.

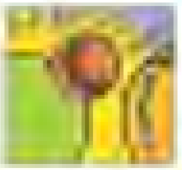
LAVA LAKE

2008 MOTU CLASSICS
The Lava Lake was a large body of molten magma located in the Snake Territory of Preternia after the Truce of the Three Towers.

LAVA LORD HOME

2008 MOTU CLASSICS
The Lava Lords lived in untamed caverns located in a fiery passage that ran through Subternia, from beneath the Sands of Time to a place near the planet Eternia's core. The passageway appeared to feed the lava flows in the Dunes of Doom and Mount Bleathrous, and then connected with the buried Temple of Sssqua beneath Snake Mountain.

LESSER MOON



1987 GOLDEN MOTU BOOKS
The Lesser Moon was one of the two moons of Eternia. When both moons of Eternia eclipsed the sun, Skeletor planned to use the burst of power this created. Fortunately, Skeletor was defeated, and the burst of energy passed instead into King Randor.

LEVITAN

OTHER NAMES
Cloud City of Levitan

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Levitan was a huge floating city on the planet Primus. Home to many citizens of Primus, it was also a military control center armed with multiple laser cannons from which the Galactic Guardians could launch Astro Subs into the air. Adam posed as a trader from Levitan as part of his cover as Master Sebrian's nephew while he lived on Primus.

2012 MOTU CLASSICS
The Cloud City of Levitan, still a floating city on the planet Primus in the Tri-Solar System, was home to the Galactic Protector pilot known as

LIANA RAVINE

[illegible] GERMAN KIDDY MOTU COMICS
The Liana Ravine was a cave on an Eternian island filled with living lianas. One of three pieces of the legendary Crystal Shield was hidden inside the ravine. When Man-At-Arms arrived on the island, he was immediately captured by the lianas and thrown into the ravine.

LIBRARY OF HUMANITY

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Library of Humanity was a room of books kept on Primus. Master Sebrian traveled there to learn about the Mind Laws of Dimelius.

LIGHT-FACET

[illegible] GERMAN KIDDY AUDIO PLAYS
Perelathna resided within her Light-Facet in the middle of a beautiful flower garden located north-east of the Tree of Living Dimensions. Shaped like a large insect eye, this palace was made of a transparent material that made the structure look like a giant diamond.

LIGHTHOUSE

[illegible] FILMATION MOTU ANIMATED SERIES
The lighthouse located at the Eternian Harbor was a high tower with high-tech mechanics inside. The beacon from the tower was the most important part of the lighthouse, as it would save ships from crashing into the coast. While most of the operations of the lighthouse were automatic, a lighthouse keeper maintained the controls and was required to understand how everything worked in case of an emergency.

LIMBO

[illegible] UK MOTU COMIC MAGAZINE
He-Man was sent into Limbo by the Limbo Bomb, a device used by Skeletor. He-Man found himself encased in a series of orthogonals with seemingly no way back to Eternia, until he stumbled upon a phantom image of the Fright Zone and realized the veil between Limbo and Eternia was thinner there because of the Fright Zone's evil.

He used this to his advantage and appeared to Orko as a phantom form, instructing him to take a message to the Heroic Warriors that He-Man was in Limbo. Orko then used his power to open a hole into Limbo and free He-Man.

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Limbo was a mysterious dimension into which Skeletor inadvertently transported himself and the Mutants after reading a spell from the Encyclopedia of Evil.

LIZARD ISLAND

1984 HE WORLD MOTU BOOKS
Lizard Island was a dark, inhospitable isle. The surf hammered and crashed against the foot of its cliffs, upon which crawled a variety of cold-eyed lizards. Seabirds shrieked as they flew over the island's tall stone escarpment and seaweed-covered rocks. In the narrow, sheltered bay, the wrecked Tradewind stuck out of the shallow waters.

LOMA LIGHT COCOON

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
A Loma Light Cocoon was a deep-space anomaly. It was drawn to objects and held them captive in a cocoon of light, ultimately crushing them. Energy could travel through it, but objects could not.

LORD TYRIN AND LADY VALTIRA'S CASTLE

[illegible] FILMATION MOTU ANIMATED SERIES
Lord Tyrin and Lady Valtira's magnificent castle was perched high on a large rock structure and took the shape of a dragon-like creature with its wings perfectly arched to either side of the main body of the castle.

Inside, the castle was somewhat gloomy, with cold stone walls and treasures scattered throughout. Over the course of two hundred years it became overrun with trees and vines. It was destroyed after Tyrin and Lady Valtira renounced their evil ways.

LOREDOS

[illegible] UK MOTU COMIC MAGAZINE
Loredos was a planet in the distant outback of space known as the Darkland. While all of the Darkland was lawless, Loredos grew particularly disordered when a large supply of a valuable mineral called Redvilum was discovered, leading to mass chaos as the inhabitants struggled to obtain the wealth it would bring. Nordo Prime took advantage of this and conquered Loredos from behind the scenes, controlling the activities of many of the planet's criminals. Loredos became a lawless world where might was right, and honest settlers were crushed by the merciless power of their new, hidden ruler.

When Nordo Prime lost control of the territory due to interference by Rio Blast, founder of the Darkland Marshals, he destroyed the planet by diverting a meteor toward it. Little did Prime realize that Rio was not on the planet at the time, but rather was visiting the Astro-Jail. Rio went on to Eternia and joined the Heroic Warriors against Hordak's forces while hoping to return to the Darkland to find out the truth behind the destruction of Loredos.

LORIN

[illegible] UK MOTU MAGAZINE
Lorin lay in a forested region of Eternia, a land ruled by the good duke Talon.

LOST CITY OF THE ANCIENTS

2002 [illegible] MOTU ANIMATED SERIES
The Lost City of the Ancients was discovered by Skeletor and his Evil Warriors in Subternia, home of the [illegible] and [illegible], during their search for an underground entrance to Castle Grayskull. Very little was left of the city's ruins, which lined the caverns' walls in piles of green stones and pillars. A gargoyle statue sitting atop a simple stone structure was similar in style to those found throughout the castle, which Skeletor identified as being built by the Ancients long ago.
[illegible] MOTU CLASSICS
In the Classics continuity, the Lost City of the Ancients was an unknown city that had once been located in Subternia beneath the planet Eternia's surface. The city's ruins were said to be located near the Subternia Gate to Castle Grayskull, possibly suggesting that the city's remains became part of the [illegible] Kingdoms or the adjacent Rock Temple.

LOST CORRIDORS OF TIME

[illegible] GOLDEN MOTU BOOKS
The Lost Corridors of Time were a black void capable of transporting travelers to a random dimension, era, or planet. Those who entered often found themselves lost in time. On one occasion, Skeletor, Beast Man, and Evil-Lyn were pulled into the time corridor.

LOST MOUNTAIN

[illegible] FILMATION MOTU ANIMATED SERIES
Suspended above the Swamps of Enchantment, Lost Mountain was a mysterious floating summit

that was home to the Enchantress. Here, inside Castle Fear, she observed her enemy, King Miro, whom she had held prisoner for many years.

LOST VALLEY

[illegible] LADYBIRD MOTU BOOKS

The Lost Valley was a mysterious vale surrounded by mountains so steep that no one could climb them. The valley was very wide, and its bottom lay covered in darkness. It was there that some animals from the past still lived, such as a [illegible], which [illegible] with the help of [illegible] Vision Bomb.

LOWLAND VILLAGES

[illegible] FILMATION MOTU ANIMATED SERIES
Located some distance from the Royal Palace were the Lowland Villages. These settlements were a short ride from Eternos along the fertile plains before reaching the Eternian Highlands.

LOWLANDS

[illegible] FILMATION POP ANIMATED SERIES
In Lost Valley, the desert lowland community was being [illegible] by [illegible], seizing land and leaving the populace to starve. People from this community managed to slip away to get help from She-Ra and the Great Rebellion.

MACH'S COTTAGE

[illegible] FILMATION POP ANIMATED SERIES
The woodsman known as Mach lived with his two sons in a simple cottage made of mud and straw. Taking its design from nature, the cottage resembled a mushroom and had front and side doors with windows in its roof.

MADAKA

[illegible] MOTU NEWSPAPER STRIPS
Madaka was the most well known of the Northern Isles on Eternia. King Rahmund was its sovereign, and his daughter Princess [illegible] was next in line for the throne.

MADAME RAZZ'S HOME

[illegible] UK WORLD MOTU ANNUAL
Madame Razz's home was a small, strange house located deep in the Whispering Woods. Madame stored her Book of Magic and other mystical items in this little house.
[illegible] FILMATION POP ANIMATED SERIES

In the Filmation continuity, Madame Razz lived within the Whispering Woods in an odd house that, from the outside, looked cobbled together. With a main towering structure and several smaller buildings attached, the house had bizarre roof lines, a large balcony with a walkway, and a clothesline hanging from the front. Inside, Madame Razz did her work with a bubbling cauldron and lots of old books.
[illegible] UK POP COMIC MAGAZINES
The UK comics canon located Madame Razz's home near, rather than in, the Whispering Woods. Adora would often visit Madame Razz there.
When not helping the Rebellion or casting spells, Madame Razz would often be found tidying the house, albeit with Broom in fact performing most of the household chores.

MADAME WHIZZ'S GINGERBREAD HOUSE

[illegible] LADYBIRD POP BOOKS
Located near the Sphinx Mountains, this gingerbread house was the home of Madame Razz's old teacher, Madame Whizz. Her house had a pink roof, a green chimney, brown walls, and yellow decorations.

MAELSTROMS OF THE TWELVE DIMENSIONS

[illegible] GERMAN POP AUDIO PLAYS
Between Crystal Castle and the Ocean of Timeholds, right after the mysterious Area of the Dancing Whales, the Maelstroms of the Twelve Dimensions could be found. These maelstroms were feared by everyone, as they were a hotbed of demons.

MAGIC CAVE

[illegible] MOTU CLASSICS
The Magic Cave was located in the territory of the Free People of Preternia, on the northern coast near the Ocean of Time.

MAGIC FALLS

[illegible] FILMATION MOTU ANIMATED SERIES
The Magic Falls was where the very first Trollans got their magic. It was here that Skeletor stripped Orko of his abilities, requiring him and He-Man to journey into the falls so they could be restored.

The Magic Falls appeared as a typical waterfall, yet it was a very difficult place to reach.

MAGIC MOUNTAINS

[illegible] UK WORLD MOTU ANNUALS
The Magic Mountains were a snow-covered mountain range on the planet of Eternia. Stratos was sent here to collect a snowflake in a magical container so that it could be added to the potion required to save Queen Angella's life.

MAGICA

[illegible] UK MOTU COMIC MAGAZINES
Magica was an extra-dimension where good magical beings lived. Orko had a friend in Magica whom he traveled there to visit.

MAGNOR

[illegible] GERMAN MOTU COMICS
Magnor, the Mountain of Fire, stood far away from Eternia in the legendary land of Lukanta. Inside of it, a mystical energy gas kept a flame burning, which ensured Eternia's very survival.

The flame would go out after a decennium, unless its source was reopened again. He-Man did so by ramming his Power Sword into the mountain's nearly closed opening, rejuvenating Magnor's fire.

MAGNETIC POLE CHAMBER

[illegible] FILMATION MOTU ANIMATED SERIES
In the deep dungeon, the Magnetic Pole Chamber could be activated to focus energy against prisoners. However, She-Ra was able to destroy the chamber and the dungeons along with it.

MAIN LIBRARY

[illegible] MOTU CLASSICS
The Main Library was located under the main dome of Castle Grayskull on the planet Eternia. The library housed the Ancient Observatory and contained the Spheres of Aetiblahe and the Energy Anvil. The library was located on the floor above the Library of Forbidden Knowledge.

After King He-Man's coronation, his son, Prince Dare, was feeding his pet Chevert in a secret compartment in the library and observatory when he saw his father place the Sword of He in the Energy Anvil. Dare would later remember to find the secret room when the evil Despara attacked Eternia and threatened his father's life.

MAJESTA

[illegible] UK MOTU COMIC MAGAZINES
Majesta was an alien world ruled by the benevolent Queen Neja, a powerful sorceress. Queen Neja reigned in peace over Majesta until the evil warlock Wrathmonder came to her world and challenged her to a cosmic duel.

When Neja defeated Wrathmonder in the duel, he exacted revenge by cursing the queen with the Cloud of Entropy, causing her to fade from the physical world. He also turned her subjects into living gems and banished her fiancé, Akro, to the loathsome Nightworld. Only reunion with Akro could lift the curse, so Queen Neja had no choice but to leave Majesta and travel through the ether in search of the Nightworld to find her would-be husband.

When the queen encountered He-Man on her travels, he helped to lift the curse, and Neja and Akro returned to Majesta, along with her loyal subjects, to start a new life.

MAKKINA

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Makkina was the home planet of the Makkinoids, who had been overthrown by their own creations, the Protectons.

MAMMOTH VALLEY

[illegible] MOTU 1ST LAU
Mammoth Valley was a location in ancient Preternia and the home of the giants. In this land, everything was ten times larger than normal size. The heroic giant Tytus hailed from Mammoth Valley.

MAN-AT-ARMS' SECRET WORKSHOP

[illegible] LIGHTNING MOTU NOVELS
Man-At-Arms' Secret Workshop was located beneath the Royal Palace of Eternia. There, with the help of the Martins, he would design and create new devices and vehicles that could help combat Skeletor and his Evil Warriors.

LOCATIONS

MANDAVILLE VILLAGE

[illegible] FILMATION POP ANIMATED SERIES
The village of Mandaville was a farming community under Horde control. Taxes collected here were heavily guarded, as the path from this village to the Fright Zone was very close to the Whispering Woods and thus subject to potential attack from the Great Rebellion. The farmers grew mostly grain and wheat until the Horde took away their tools and means to make a living, when they were unable to pay their unfairly high taxes.

MANDOR

2008 MOTU CLASSICS
Mandor was a large, seemingly arid planet located inside the space of the Horde Empire in the Eternian Dimension. Mandor had one moon.

MAN-E-FACES' HOME

[illegible] UK MOTU COMIC MAGAZINES
Man-E-Faces' home was a secret, high-tech camp in the Sands Desert. Man-E-Faces had retreated here to live away from humanity, so as not to hurt anyone when under the control of one of his split personalities.

Within the desert camp, Man-E-Faces strove to find a cure for his condition, and his only company was a Mech Droid which assisted with research into a cure. Whenever human life was detected near the camp, Man-E-Faces would activate controls that took the camp underground, so he would not come into any contact with other beings.

However, Skeletor managed to locate the camp and invaded it, attacking Man-E-Faces and placing him under his control. After being rescued by He-Man, Man-E-Faces moved his desert camp to a new location, so that it would be safe from Skeletor.

MANIKINS VILLAGE

[illegible] UK POP COMIC MAGAZINES
The Manikins Village on Etheria was in danger from a whirlwind that escaped from the Blower Dimension. Fortunately, She-Ra managed to stop the whirlwind before it hit the village.

MARKET SQUARE

[illegible] FILMATION POP ANIMATED SERIES
The Market Square was where Etherian merchants congregated to sell their wares.

MARSH LANDS

[illegible] UK MOTU COMIC MAGAZINES
The Marsh Lands, full of dense vegetation and swamps, were one of the gloomier areas of the Eternian royal kingdom.

Feeling it was the kind of place that King Hiss and his Snake Men would hide out in, He-Man and Moss Man patrolled the area on Sky Sleds. It was there that they were attacked by a squad of Robots piloted by the Evil Warriors. Beast Man had used his power to steal the thoughts of the native marsh monsters in order to direct the heroes' way.

Fortunately, Moss Man's control over vegetation allowed him to draw some of the marshy plants together and use them as a weapon against the Evil Warriors.

MARSHES OF NOOLITH

[illegible] UK MOTU [illegible] ANNUALS
The Marshes of Noolith were very dangerous and treacherous swamplands in the rainy season. This marshy location was situated near the kingdom of Bright Moon and was also bordered by both the Plains of Noolith and hills which overlooked the marshlands.

MARSHES OF SKARMOS

[illegible] LADYBIRD MOTU BOOKS
The Marshes of Skarmos were a swampy coastal region that consisted of soft, boggy marshlands. The best way to traverse these marshes was by hovercraft, as it was very dangerous to travel on foot. The Marshes of Skarmos resembled a forest, because the trees grew right down to the shore, and when the sea washed around their roots, some parts of the marshes would rise up like small islands.

These swamplands were rumored to be inhabited by creatures in the form of living mists. These mists indeed came to life when Mer-Man and his Sea People ambushed Prince Adam, Man-At-Arms and Orko, who had traveled there to collect deposits of Iardanite, an element which was growing low in Man-At-Arms' laboratory. These mists lashed out and defeated the three heroic Warriors.

MARSHLANDS OF MYTOR

[illegible] UK MOTU COMIC MAGAZINES
The Marshlands of Mytor were a swampy region regularly patrolled by He-Man. He would ride swiftly across the landscape to avoid the deadly ground.

Skeletor and Hordak, in one of their rare team-ups, set a trap for He-Man in this area by sending a hastily trapped mechanical droid with the appearance of a Marsh Monster after He-Man, causing him to wind up in the evil warlords' clutches.

MASTER COMPUTER BUILDING

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Master Computer Building was a newly completed structure in the underground city of Quator which housed Primus's new master computer program.

MASTER SEBRIAN'S HOME

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Master Sebrian's home was a large structure near the Ocean. It contained the vast library and a number of chambers and guest quarters. Prince Adam lived there after he arrived in the future, posing as Sebrian's nephew.

MARMOS MOUNT

[illegible] HE-MAN COMIC MAGAZINE

Marmos Mount was a large volcano on the world of Tookay, the Planet of Plants. When He-Man, Moss Man, and Buzz-Off traveled to Tookay, Marmos Mount erupted, and the plants believed they were all doomed. But the three heroes managed to save the endemic vegetation and put out the fire with water from a mountaintop lake, saving the planet.

MAZE OF DOOM

[illegible] [illegible]

The Maze of Doom was a dangerous labyrinth, magically created by Skeletor as a distraction for He-Man and the Heroic Warriors while the Lord of Destruction invaded the Royal Palace of Eternia. All the dangerous paths led to the center of the maze, where Castle Grayskull stood. Along these paths the separated Heroic Warriors battled illusions of Skeletor's Evil Warriors.

Eventually all of the heroes met at the center of Skeletor's maze, at the gates of Castle Grayskull. On the jaw-bridge of Castle Grayskull, the Heroic Warriors were all incapacitated by the dark magic of Evil-Lyn, who was disguised as the Sorceress.

The genuine Sorceress subsequently used her magic to wake He-Man, who then used the Sword of Power to break her chains. Freed, the Sorceress used her magic to banish Evil-Lyn far from the castle, as well as generating a magic portal that allowed He-Man and his friends to teleport back to the Royal Palace of Eternia, where Skeletor and his minions were defeated. As Skeletor vanished, so too did his evil Maze of Doom.

MAZE OF LOOM

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Maze of Loom was an enormous cavern on Nordor containing a huge, winding maze. It was used by Skeletor as a place to ambush the Galactic Guardians.

MAZE OF MADNESS

[illegible] MARVEL STAR COMICS

The Maze of Madness was the location of the great temple built by the seers of Heliox. A hero entering the maze would have to face the Mind Beast and in turn confront their greatest fear. No one had ever passed the test in the maze until He-Man faced the Mind Beast and ended his reign of terror.

MAZE OF MIRRORS

[illegible] UK POP COMIC MAGAZINE

The Maze of Mirrors was located within the Prism of Light, the home of Rompeko. She fashioned the maze to destroy the magic-draining powers of the Null Stone of Nabosh, the light from which was collected and concentrated a thousandfold by the concave mirrors before being reflected back. The Null Stone's magic was canceled forever by the stone being caught in its own magnified glow.

MAZE OF MORAGORE

[illegible] FILMATION'S HE-MAN ANIMATED SERIES

The Maze of Moragore lay beneath the Castle of Moragore. It was a dangerous labyrinth which no one had ever successfully made their way through, filled with giant killer bees, moving walls, and a magic robot called the Mollufoor.

MEADOWLANDS

[illegible] MOTU CLASSICS

The Meadowlands was a large pasture region of Eternia, protected from the Horde's conquering force by the neighboring Valley of the Lost.

MEGALAK

[illegible] DC MOTU COMIC MAGAZINES

Megalak was a planet with two moons that Skeletor alluded to when he was under the effects of a Lunar Conjunction, which confused him as to his identity and whereabouts, making the villain unsure what planet he was on. Skeletor noticed the two moons in the sky and for a second he thought he might be on Megalak or possibly [illegible] before realizing he was on Eternia.

MERKEN ISLANDS

[illegible] MOTU NEWSPAPER STRIPS

For many centuries, the Merken Islands on Eternia belonged to the kingdom of Rimdale. Rimdale held sway over the Merken Islands until the land of Calilla eventually took them over. This situation nearly led to a revolution in Rimdale when Queen Elsa expressed her desire to send Crown Prince [illegible] to study in Calilla.

MER-MAN'S LAIR

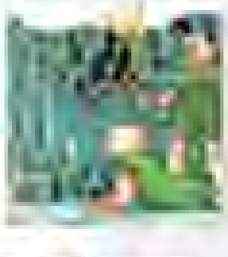
GLOBAL NAMES
Mer-Man's Underwater Cavern

[illegible] FILMATION MOTU ANIMATED SERIES

An independent base of operations, Mer-Man's Underwater Cavern was simple in its purple appearance. Entrance could only be achieved by diving into a cavern opening on the seabed and then swimming along a lengthy tunnel, at which point one would find oneself in a pool of water next to an area of dry land.

[illegible] UNTITLED MOTU BOOKS

Mer-Man's Lair was his underwater stronghold within the Lagoon of the Sea People. There, the Ocean Warlord sat upon a throne made of coral, rock, seaweed, and other undersea detritus, ruling his [illegible] minions, the Sea People. Within this [illegible] environment of caverns [illegible] along seaweed-covered stalactites and stalagmites, Mer-Man had his own [illegible] screen, which he could use to communicate with Skeletor and also simply as a [illegible].



[illegible] MOTU CLASSICS

The Classics continuity stated that after his greater kingdom in the Sea of Rakash was destroyed during battles with rival ocean clans, Mer-Man allied himself with the evil Skeletor. Mer-Man would await Skeletor's call to battle from his lair in the murky waters of Rakash.

MERO

[illegible] FILMATION MOTU ANIMATED SERIES

The planet Mero was a world to which Kobra Khan and Webstor teleported the Dragons of Darksmoke for use in gladiatorial games by its citizens, the Damri.

Though Mero once was a world of great power and glory, a great war had devastated the planet and its people, such that the only pleasure left to the remaining handful of Damri was betting on games in the manner of their ancestors. After He-Man helped them see the error of their ways, the Damri vowed to rebuild civilization on Mero and make it a better world than it had been.

MER-PEOPLE CITY

[illegible] DC MOTU COMICS

The Mer-People City was located within the Sea of Darkness. The mostly underwater structure housed a strikingly beautiful golden temple in which was housed the Talisman of the Sea.

MERRIAN

[illegible] MOTU NEWSPAPER STRIPS

Merrian was the home world of the six-fingered pirate known as Blade. The planet's most prominent geological feature was its active volcano, Mount Vulcan.

METALUNOS

[illegible] DC MOTU COMIC MAGAZINES

Metalunos was an alien world not far from Eternia. It was a fertile planet, rich with minerals and fuel sources. He-Man, Buzz-Off, and Roboto traveled to Metalunos via one of the Sorceress's space portals when they were warned of an imminent threat approaching Eternia from space. Observing their home world from Metalunos, the heroes spotted a massive [illegible] heading straight for Eternia. Before they could travel home through the portal, they were attacked by a Moaning Dwarf, which hurled a boulder at the portal, blocking the time gate and stranding the heroes on Metalunos. They managed to strategically defeat the creature and return home.

At a later stage, Hordak set his sights on conquering Metalunos due to its rich resources. During the time the Reality Shaper was on Eternia, remolding reality to Hordak's desires, Hordak had the entire Eternian army under his control and intended to use them to invade Metalunos as part of a scheme for galactic domination. His plan was to enslave the population of Metalunos and set them to work in the mines there, procuring resources for Hordak's use. As the Sorceress managed to banish the Reality Shaper back to its home dimension and return the Eternians to normal, the invasion of Metalunos was fortunately averted.

MIKAR'S TOWER

[illegible] DC MOTU COMIC MAGAZINES

This tower was the home of the scientist Mikar. During a season of earthquakes, volcanic eruptions, and freak storms on Eternia, King Randor issued evacuation warnings. Despite this, Mikar remained within his tower, hard at work in his laboratory and unwilling to abandon his experiments at such a critical stage. After the destructive season passed, Mikar's Tower was still standing. As He-Man, Stratos, and Sy-Klone searched the buildings for survivors, they were surprised to find Mikar there.

When Skeletor heard about Mikar's survival, which would surely be [illegible] more power on the quest, he attacked the tower and cut it off from the rest of the land with a sea of lava. He-Man and his comrades managed to topple the whole tower and use it as a bridge to safety.

MINING ENCAMPMENT

1983 FILMATION MOTU ANIMATED SERIES
A curious area within the Sands of Time, the Mining Encampment was a permanent fixture with futuristic buildings built into rock structures. The facility had the communications capacity to be able to contact the Royal Palace. The war veteran Elders lived there, with his grandsons Chad and his pet Beebo.

MIRROR LABYRINTH

1986 GERMAN POP AUDIO PLAYS
The Mirror Labyrinth was Tritopla's home, a palace made of glass which shimmered whenever the light hit it. Its walls were clad with mirrors, thus turning the interior into a maze which was almost impossible to find one's way through. Extraordinarily rarely allowed anyone to enter her Mirror Labyrinth.

MISTY GORGE

1983 FILMATION MOTU ANIMATED SERIES
Deep within Skeletor's territory lay Misty Gorge. This gorge was home to the Misty Swamps, whose poisonous waters could affect even He-Man's great powers.

MIZAR

1985 POP MINICOMICS
Mizar was an Etherian city ruled by the majestic Queen Angella. The fair city was located in a distant mountainous region of Etheria.

MODULOK'S UNDERGROUND LABORATORY

1983 FILMATION MOTU ANIMATED SERIES
Modulok's Underground Laboratory was a mad scientist's dream. This laboratory reminiscent of Dr. Frankenstein's was filled with computers, electrical generators, monitors, and operating tables. It was here that Modulok brought Beloem to erase his personality and reprogram him.

MONDOR

1985 FILMATION POP ANIMATED SERIES
Mondor was a remote island in the middle of an ocean on Etheria. The island was home to the infamous Mines of Mondor, where Horde slaves were sent to strip elements from the earth. Mondor Island had a jungle populated with aggressive birds, which gave way to mountains that were home to even more dangerous animals.

MONSTER ISLAND

1985 UK MOTU COMIC MAGAZINES
Monster Island was inhabited by all manner of strange creatures. Hordak traveled there with his Horde in the hopes of finding a dragon that would help them defeat the Heroic Warriors. However, all they found there was a strange, lonely horned bird creature that mistook Hordak for its mommy and followed him everywhere.

MONSTROID CENTRAL

1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL
Located on Etheria, Monstroid Central was the base of operations for the terrifying giant mechanical creatures known as the Monstroids. The location was more industrial than technological and somewhat dilapidated.

MONTEEG'S CASTLE

1983 FILMATION MOTU ANIMATED SERIES
Located in the desolate mountainous land of Bolonia, Monteeg's Castle was a foreboding fortress with high walls. A building within the center of the castle had a giant chandelier that housed the spirits of all Monteeg's captured women.

MONTORK'S HOUSE

1983 FILMATION MOTU ANIMATED SERIES
Orko's uncle Montork lived on Trolla in a horned house, the interior of which resembled a Moebius knife. It had all the comforts of an average home, as well as some unique features, such as floating chairs, round windows, and three-eyed pets.

MOON OF DROOM

2013 MOTU CLASSICS
Droom was the largest moon of the planet Eternia inside the Etherian Dimension. While Droom's surface appeared barren, its core contained precious minerals that supported a Tubek mining operation outpost.

Following the rise of King He-Man, his enemy Skeletor's son, Skeltrom, and his mother Evil-Lyn, lived in hiding on Droom, where they assembled their vast army of Evil Warriors to aid them in their quest to conquer Eternia.

MOON OF ETERNAL WATERS

1987 GERMAN EHAPA MOTU COMICS
Located not far away from Eternia, the Moon of Eternal Waters held true to its name, as its entire surface was covered with water. The Moon Defenders narrowly escaped a gigantic maelstrom on the moon which surrounded the Island of Tonns.

MOON POLTER

1986 BRAZILIAN EDITORA ABRIL MOTU COMIC
Polter was one of many moons orbiting Eternia and was the homeland of Prince Gorpo (Orko) and his people. Moon Polter was divided into kingdoms, such as Fonts, ruled by King Grab, and the Kingdom of Stain, which was ruled by Gorpo's family.

MOONBEAM PALACE

1986 UK POP COMIC MAGAZINE
Moonbeam Palace was hidden on the moon of Elsilor, above Etheria. It was the home of Princess Luna, keeper of the Moon Jewel.

MOONSTONE CHAMBER

1985 FILMATION POP ANIMATED SERIES
The incredibly large Moonstone Chamber was a beautiful sight to behold, its entranceway flanked by large red drapes and torches that were constantly lit. On the far side of the chamber was a beautiful statue of a warrior woman atop a throne. Her hands were positioned in front of her face holding the Moonstone, while a long sword leaning against her arms acted as a trap to access the magical artifact.

MOORSTONE

1985 FILMATION POP ANIMATED SERIES
Moorstone was the general area of woodlands where a major Horde outpost was located. Colonel Blast and his troops lacked direct security in this otherwise beautiful area.

MORAGORE

1983 FILMATION MOTU ANIMATED SERIES
Moragore was a once beautiful kingdom turned by Skeletor and Evil-Lyn. A castle that stood high above the surrounding city

was home to the fabled Wizard of Moragore. Beneath this fortress was a dangerous maze, which led inside the castle proper.

MORAINIA

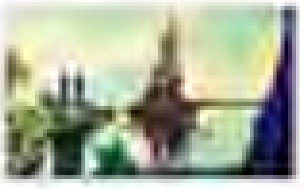
1983 FILMATION MOTU ANIMATED SERIES
Morainia was one of the most beautiful locations on Eternia, an entire kingdom of ice, ruled by the noble King Borea. The cold temperatures meant that snowfall often occurred here, and if not careful, anyone wandering outside might run into a large, spider-like creature called Gargantulla.

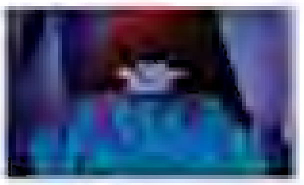
MORATURIA

1983 [illegible] MOTU COMICS
The city of Moraturia was once the hotbed of evil on Eternia. The Elders cursed the city and banished it into the ground of the Silent Sea, guarded by dangerous fish robots. According to legend, if the seven bells of Moraturia would ever ring again, evil would return to Eternia, and the city itself would crumble to pieces.

The Masters of the Universe failed to stop Skeletor from ringing the bells and were trapped for twelve hours within a glass dome surrounding the ruins.

MORTELLA'S CASTLE





1985 FILMATION POP ANIMATED SERIES
Many years ago, Castaspella's kingdom of Mystacor was overthrown by the evil witch Mortella. She used her magic to cast a spell that transformed Mystacor into a hideous parody of what it had once been. While the castle continued to stand on the gravity-defying peak, in place of its once beautiful spires were horrifically twisted shards and spikes. Hideous spikes also reached out from the waters below the castle, touching the base of the now monstrous rock formations.

Within this twisted version of Mystacor, Mortella's Fire Pit existed in the main throne room and was the source of her magic. By extinguishing the unique blue flames, Mortella would instantly lose all of her magical abilities.

MOUNT BARATHRUM

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
Mount Barathrum was the largest volcano in the Desert of Doom, an expanse of land in the Dark Hemisphere of Eternia pocked with volcanoes and scarred with large rivers of molten lava, lighting the realm in endless night sky with their red glow.

The mountain was featured as part of a plan by Skeletor to attack the Royal Palace of Eternos and Castle Grayskull in the Light Hemisphere. The Evil Warriors filled volcanic vents with large boulders, causing the mountain to erupt, thus sending huge plumes of ash and smoke to blanket the skies over the Kingdom of Eternia. This allowed Beast Man to summon hordes of terrifying Shadow Beasts to battle the Masters of the Universe, until He-Man succeeded in reopening Mount Barathrum's vents to relieve the pressure building inside it. Daylight returned as the dark clouds dissipated, causing the nocturnal Shadow Beasts to flee back to their shadowy realm in the Dark Hemisphere.

2009 MOTU CLASSICS
The Classics continuity similarly described Mount Barathrum as a massive volcano in the Dark Hemisphere of the planet Eternia yet also offered additional backstory for this canon. During the Great Unrest, the princes Keldor and Randor, the sons of King Miro, drove the Shadow Beast army of Count Marzo into the Dark Hemisphere to reside in the shadow of Mount Barathrum.

MOUNT ETERNIA

1983 FILMATION MOTU ANIMATED SERIES
Mount Eternia was located near the Royal Palace. When an earthquake shook this side of the mountain base, a temple was discovered within the cliff face; inside this temple the Energy Beast had been imprisoned for millions of years, along with the secrets of how to contain him.

MOUNT ETERNIUM

2008 MOTU CLASSICS
Mount Eternium was a large summit within the Dragon Territory of Darksmoke, in the southern quadrant of Preternia. The mountain's name derived from the precious metal Eternium, which was mined by the Kulldarrecked by King Chadduk five thousand years after the Spell of Separation changed Eternia's landscape.

MOUNT ETERNOS

1986 MOTU NEWSPAPER STRIPS
Mount Eternos was a large mountain on the planet Eternia and the location of the Mount Eternos Observatory.

MOUNT FEAR

1984 FILMATION MOTU ANIMATED SERIES
Said to be the most dangerous mountain in Eternia, Mount Fear rose high above the village of Ruxman, in the north of Eternia. With numerous caves, deep crevasses, and the threat of avalanches, it was a formidable terrain.

Somewhere amid its snow-capped peaks was a hidden cave inhabited by a giant named Herman. Although Herman was a harmless hermit, his giant size caused the residents of Ruxman to fear him, and rumors spread of a monster creature that they called "the Tingler." After a visit to his cave within Mount Fear, Orko and Cringer discovered his true, friendly nature.

MOUNT IMPERIUM

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
Mount Imperium sat behind a range of hills at the edge of the Sands of Time in Eternia's Light Hemisphere, under an emerald sky filled with rolling clouds. In ancient times, King Grayskull journeyed to the mountain's snow-covered peak in search of great power, discovering a cave where the Oracle of Zalesia resided. There the Oracle gifted him with the Sword of Power, which he had lost in an earlier battle against the Snake Men.

MOUNT KANDEELA

1983 FILMATION MOTU ANIMATED SERIES
Mount Kandeela was an active volcano not far from the Whispering Woods on Eternia. When crops from Bow's vegetable garden began to die and woodsmen noticed the ground becoming hot, it was discovered that lava tubes from Mount Kandeela were running underneath the Whispering Woods.

To solve the problem, She-Ra brought ocean water to the volcano through a cave. This cooled off the lava tubes, thus saving the forest.

MOUNT KRONA

1983 FILMATION MOTU ANIMATED SERIES
Mount Krona was the largest volcano in all of Eternia. It was primarily dormant until Skeletor used the Activator, which caused it to erupt. The eruption then threatened both the Royal Palace and the Fertile Plains.

MOUNT MIROVAR

1986 UK MOTU COMIC (LONDON EDITIONS)
Mount Mirovar was the hiding place of the first of the two Eyes of the Serpent, artifacts that had once powered King Hiss's evil empire on Eternia. The Elders had hidden the two eyes away many centuries before, when they defeated Hiss and his Snake Men.

King Hiss used his magic powers to uncover the locations of both eyes. He took his Snake Men to Mount Mirovar, where they recovered the first eye from its hiding place within a dark cave.

MOUNT PROMETHEUS

2016 SUPER7 CROSS OF THE THREE TERRORS CARTOON
The volcanic Mount Prometheus was located in the Dark Hemisphere at the far end of the Canyon of Spiders. It was the lair of Hantu and the Three Terrors.

MOUNT VULDAN

1985 MOTU NEWSPAPER STRIPS
Mount Vuldan was an enormous volcano located on Eternia's frozen world, Mamon.

MOUNT ZELITE

1985 FILMATION MOTU ANIMATED SERIES
Located in the Crystal Mountains, Mount Zelite had a cavern atop a small ledge that was difficult to reach and guarded by powerful ancient spirits. Within the cavern, anyone who had managed to make the ascent would be granted by a male spirit who would test one's worth. A female spirit would also make herself present.

MOUNT ZOAR

2012 DC MOTU COMICS
Situated on the terminus between the Light and Dark Hemispheres, Mount Zoar was the sacred gate to the underworld of Subternia. The mountain was shaped like a bird's head, surrounded by two tall cliffs resembling wings, with the "mouth" acting as an entrance. Inside Mount Zoar was a temple that carried inscriptions on its walls made by the ancient Council of Elders. The prophecy described the Sorceress dying and a mighty warrior traveling to Subternia to find the surface world. On the walls were hieroglyphs depicting the Starseed, Castle Grayskull, and Snake Mountain. Underneath the temple was the gate that led to Subternia; only the Sword of Power could open it.

In the temple itself were many ancient doors emblazoned with different symbols, including a door with a bat symbol of Horokoth, a door with a snake symbol of Serpos, a door with the symbol of Eldor, and two other doors marked with images of Skytree and Gnarlyngs, respectively.

MOUNTAIN DAM

1983 FILMATION MOTU ANIMATED SERIES
In the mountains where Man-At-Arms was testing a new Beam Ray, the villain Negator tried to capture Duncan and Teela by force and displayed his power by destroying a nearby dam.

MOUNTAIN OF TELOSSI

1986 UK MOTU COMIC MAGAZINES
The Mountain of Telossi was the location of the mystical Triangle of Telossi, which lay at the highest peak of the mountain, atop an extraordinarily high and steep pinnacle.

When Skeletor held his Championship Games to find an Evil Warrior who could defeat He-Man, the final challenge he set was for the competitors to climb the Mountain of Telossi to obtain the triangle.

MOUNTAIN OF THE CRYSTAL SPIDER

1985 FILMATION POP ANIMATED SERIES
The Mountain of the Crystal Spider was a mound of shimmering crystal reaching to the [illegible]. Within the mountain itself was the fabled Spider of Crystal which resulted in a structure forming a levitating platform.

MOUNTAINS OF DARKMOR

1986 UK WORLD MOTU ANNUALS
The Mountains of Darkmor were known for their Zanonite Mines and being the home of Etheria's Golden Dragons. Hordak coveted the powerful mineral, which would allow him to detect his enemies from one hundred meters away.

When the Evil Horde began to dig for Zanonite in the mountains, they discovered they were home to the Queen of the Golden Dragons, who helped the Rebels flood the mines and ruin Hordak's evil plot.

MOUNTAINS OF DOOM

[illegible]
Doom Mountains

1983 FILMATION MOTU ANIMATED SERIES
The Mountains of Doom were the only place on Eternia from which one could enter the Demon Zone, through a giant trapdoor atop the mountain. Unfortunately, the possibility of releasing demons onto Eternia was a severe risk whenever passing this door.

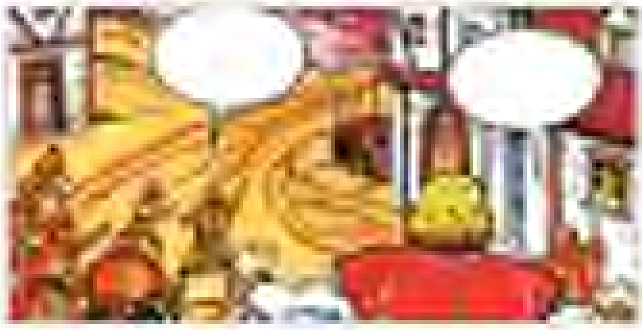
1986 UK MOTU COMIC MAGAZINES
In the UK comics canon, the Mountains of Doom were quite different, described as a dangerous mountain range where the Cave of Doom was located. A fresh path through the mountains led to the mouth of this cave.

1987 GERMAN EHAPA MOTU COMICS
The German comics canon described yet another quite different version, stating that within the rocky wilderness of the Doom Mountains stood a portal made of stone that was only visible upon close inspection. When Skeletor discovered the portal and entered it, he had to fend off evil spirits but soon found out that the encounter had increased his powers a hundredfold. Later, the villain tried to lure He-Man through the magical portal but lost his new powers when He-Man pulled him out of it. This reversed the portal's side effects, even temporarily turning Skeletor good. As Evilyn took away the confiscated Lord of Destruction, Panthor accidentally hit the portal, causing it to crumble.

MOUNTAINS OF FEAR

1986 UK MOTU COMIC MAGAZINES
The Mountains of Fear were located in the Wastelands of Eternia. When Man-At-Arms and Teela were being attacked by Dragstor in the Fright Fighter, they took sanctuary within a cave in the Mountains of Fear to work out a strategy to defeat Dragstor.

MOUNTAINS OF FIRE



1987 GERMAN EHAPA MOTU COMICS
Located near a small Eternian village, the Mountains of Fire included an inactive volcano. During a drought, the Evil Horde ignited a hellish fire inside the volcano, so as to trick the desperate villagers into attacking Castle Grayskull.

MOUNTAINS OF GNARL

[illegible] MOTU CLASSICS
The Mountains of Gnarl were a large mountain range that acted as the border between the territory of the Free People of Preternia and that controlled by the Snake Men. The mountains disappeared after the Spell of Separation changed Eternia's landscape, replaced by their namesake, the Crown of Gnarl.

MOUNTAINS OF JASMINE

[illegible] FILMATION MOTU ANIMATED SERIES
The unseen Mountains of Jasmine were referenced by the peddler who tricked King Marzo's jeweler.

MOUNTAINS OF MENOD

[illegible] UK WORLD MOTU ANNUALS
The Mountains of Menod were the peaks that surrounded the White City of Menod, which lay in a valley, hidden like a pearl in a giant oyster.

MOUNTAINS OF MOLOCK

[illegible] UK WORLD MOTU ANNUALS
High in the Mountains of Molock, located in the heart of Eternia, lived a mysterious race of beings who possessed amazing skills for growing the most beautiful flowers in the planet. These blossoms were sold in the [illegible] of the marketplace of the city of Eternos. However, there was one type of bloom that these Flower People would not sell to the vendors, as it had so much beauty and its perfume possessed such great power that it would send humans into a deep, untroubled sleep.

Evil-Lyn disguised herself as Princess [illegible] of the Flower People and presented these special flowers to everyone at the New Year's Ball, causing all the guests to fall into a deep sleep. While the people slept, Skeletor stole all their riches to fund his military forces. To the villain's dismay, however, He-Man and Teela managed to foil his evil plan.

MOUNTAINS OF MOURNE

[illegible] UK WORLD MOTU ANNUALS
The Mountains of Mourne were a range of rugged slopes on Eternia that were known for the green-blue moss that grew on their rocky surfaces. The Mourne mountain range was located very close to Snake Mountain.

[illegible] UK MOTU COMIC MAGAZINES
In the continuity of the UK comics, the Sorceress had to separate her mind from her body in order to astrally travel over the Mountains of Mourne and locate the Reality Shaper, which Hordak had used in an attempt to remold reality to his will and take control over the whole of Eternia.

MOUNTAINS OF PERPETUA

[illegible] UK WORLD MOTU ANNUALS
The Plains of Perpetua were [illegible] by the Mountains of Perpetua.

[illegible] MOTU CLASSICS
The Classics canon presented the Mountains of Perpetua quite differently, as the area predating, rather than coexisting with, the plains bearing the same name. The Mountains of Perpetua filled the majority of the Dragon Territory of Darkmoke on the supercontinent of Preternia, in the era after the Tours of the Three Towers. These mountains also surrounded the Land of Giants, but many of the giants left their home to join the Free People of Preternia.

The mountains' name of Perpetua became that of the vast expanse of plains which replaced them after the Spell of Separation dramatically reshaped Eternia's landscape.

MOUNTAINS OF TOBOK

[illegible] UK WORLD POP ANNUALS
The Mountains of Tobok were dark, snow-covered mountains upon which Hordak tried to summon Zin, the Master of Darkness.

When She-Ra came to the city of Tine to visit King Micks, Swift Wind was kidnapped from the stables by Hordak and Shadow Weaver. The two evil beings intended to give Swift Wind to the evil Zin as a sacrifice, in order to gain the help of his evil legions against the Great Rebellion. Thanks to the fragrant flowers that grew in this area, She-Ra and Madame Razz quickly located the location and managed to foil Hordak's evil plan.

These mountains were also the battleground of a clash between the Great Rebellion and the Evil Horde.

MOUNTAINS OF ZANE

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Mountains of Zane were an area on Gamus 9 populated by snow leopards.

MOUNTAINSIDE VILLAGE

[illegible] UK WORLD MOTU ANNUALS
Located next to a dormant volcano, the Mountainside Village was nestled in a forest valley within the kingdom of Sylvania, ruled by King Duller. When the volcano began to erupt, He-Man and Man-At-Arms managed in time to save the people of the village and King Duller's sister, the Prophetess of the Oracle.

MULTRA

[illegible] MOTU CLASSICS
The planet of Multra was located deep within the Horde Empire's space in the Darmian Dimension. Multra had at least one moon and possibly three other, smaller satellites.

MUNG

[illegible] MOTU CLASSICS
Mung was the red moon of the planet Eternia. Despite being the smallest of Eternia's moons, Mung was encircled by a somewhat opaque ring that appeared like a halo aura.

LOCATIONS

MURKY LAKE

[illegible] GOLDEN MOTU BOOKS

Just as the name implied, Murky Lake was a particularly dark body of water situated in an unknown region. It was one of the possible locations of the Dragon's Egg, which Man-At-Arms was successful in finding within its dark depths.

MURKY MOUNTAINS

[illegible] UK MOTU COMIC MAGAZINES

The Murky Mountains were the final barrier to the Cave of Kamrock, the location where Horde's Eye reappeared on Eternia. While on their way to the Cave of Kamrock to prevent Skeletor from taking advantage of the space warp set to open there, the Heroic Warriors made their way through the Murky Mountains.

The heroes used their power to make a tunnel through the mountains, encountering a cowardly army of trolls within the underground tunnels. Once they had chased the trolls away, the heroes reached the other side of the mountain range and the Cave of Kamrock.

MUTANT AMPHITHEATRE

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Mutant Amphitheatre was a large building on Denebria. It was used by Skeletor to show a live feed of He-Man's battle against Dreadator, which he and Flogg charged other Mutants to watch.

MYSTACOR

[illegible] GOLDEN MOTU BOOKS

The Golden books described Mystacor as a magical kingdom located on the planet Etheria and ruled by Castaspella as its enchantress queen. Each year, on the Enchantress' Eve, Castaspella had to renew her vows in order to continue her reign as queen.

On one such 'Enchantress' Eve', Catra attempted to help Castaspella's evil cousin Alhazredan gain the crown of the kingdom of Mystacor while Castaspella was at Bright Moon, magically entertaining its people. Catra failed miserably, however, when She-Ra and Castaspella quickly returned to the kingdom in the nick of time, allowing the beneficent ruler to renew her vows.

[illegible] UK WORLD MOTU ANNUALS

As in the Filmation and Golden books continuities, the World annuals canon described the kingdom of Mystacor as an enchanted kingdom on Etheria ruled by the sorceress queen Castaspella.

[illegible] FILMATION MOTU ANIMATED SERIES

Home to the sorceress Castaspella, Mystacor was a beautiful Etherian kingdom magically suspended between two mountains high above a river in the valley below. The castle had high towers, and the interior was lushly decorated throughout with scarlet curtains and throw pillows.

Mystacor Forest was filled with tall, mature trees, and a clear, winding stream ran through it.

The Mystacor Meridian was the theoretical line separating Castaspella's domain from King Gruff's kingdom of Greenwalk. The Horde manipulated the region by felling trees and cutting off Greenwalk from the protection of Mystacor.

[illegible] UK MOTU COMIC MAGAZINES

The UK comics canon established the magical kingdom of Mystacor as home to not only Castaspella but also many other great practitioners of magic. In this continuity, Castaspella kept the Pool of Power at her home in Mystacor, which enabled her to see anywhere on Etheria, as well as an endless library of books on the study of magic.

Mystacor was a training ground for apprentice sorcerers and sorceresses intent on learning the art of magic. Castaspella had studied in her youth at an academy of magic in Mystacor, alongside the young Light Spinner. It was Hordak's search for a sorceress to wield the dark magic he needed to overcome Etheria that brought him to Mystacor, leading him to tempt the young Light Spinner and turn her into the evil Shadow Weaver.

[illegible] CLASSICS

As in the UK continuity, the Classics canon described Mystacor as the enchanted kingdom of Etheria's magicians and the birthplace of Beatrix, the sorceress who betrayed her people to the Evil Horde and became Shadow Weaver.

Mystacor was home to many good magicians, including the wise Norwyn and Beatrix's fellow student and future Rebel leader Castaspella. Mystacor's floating castle contained a hidden magic artifact, to which Beatrix led Hordak's Troopers in return for enhancing her powers.

MYSTERIOUS ISLAND

[illegible] FILMATION MOTU ANIMATED SERIES

A mysterious floating island began showing up near the coast of Eternia. When supply ships started disappearing, Adam and Man-At-Arms began to explore the island, only to find an underground lair where Skeletor had captured the missing ships, planning to crash the island into the dam in order to flood the kingdom. When Skeletor's plan was thwarted, the beautiful island was turned into a national park for the citizens of Eternia.

MYSTIC ISLE

1983 FILMATION MOTU ANIMATED SERIES
According to legend, the Mystic Isle was the storehouse for the greatest treasures of the First Ones, the founders of Etheria. It was believed that they sank the island below the surface of the sea in order to protect the treasure, yet the legend claimed that the island would rise again for a single day.

When the island surfaced, a large citadel covered in giant statues bearing the faces of the First Ones was visible at the top of a hill, with a long pathway leading up to it. Inside the citadel were paintings, sculptures, and other works of art, all displaying love, beauty, freedom, and truth as the very spirit of the First Ones.

MYSTIC MOUNTAIN MINES

OTHER NAMES:
Mines of Zalnkam

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The Mines of Zalnkam lay somewhere in the Mystic Mountains at the mining town of Zalnkam, digging deep into the rocky terrain to carve out a cavernous network of pneumatic tubes serving as carriers to deliver miners quickly to their work. The mine employed a large force of workers hailing from many of Eternia's races to collect the mineral ores valued throughout the planet, transported in carts to refineries outside of the mines, which filled the sky above in a haze of noxious fumes.

Flying transport ships helped to bring workers to the mines from their communities scattered across the Light Hemisphere. A tavern nestled among the mines' refineries provided a place for workers to unwind and enjoy refreshments. The mines and tavern were evacuated by the Masters of the Universe, who were battling the Snake Men that were arriving in search of miners to consume.

MYSTIC MOUNTAIN TAVERN

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The Mystic Mountain Tavern lay nestled among the refineries of the Mines of Zalnkam, offering tired miners a place to relax and enjoy refreshments after returning from their work deep in the mine's cavernous network of pneumatic tubes and carts. The tavern's clientele included an eclectic assortment of races traveling from communities throughout the Light Hemisphere, such as Andreenids, Caligars, Avionians, Speleans, humans, Gar, Goblins, and Rotonians.

A keyboard instrument sat in the corner of the tavern while Speleans hung from rafters above its tables. In another corner, a high-tech game similar to darts was played by Goblins. Workers drank a green liquid served by the tavern's human barkeep and an Gar waitress, surrounded by walls lined with gruesome taxidermy.

Fisto spent his time in this bar drinking and brawling with other miners, until he was reunited with his brother Man-At-Arms, who accused him of deserting from battle in the Great Unrest long ago. Fisto grabbed the tavern stool after, when an Andreenid warned of monster spiders in the Mystic Mountains, prompting Fisto to leave the watering hole in search of his brother.

MYSTIC MOUNTAINS

1983 FILMATION MOTU ANIMATED SERIES
The Mystic Mountains lay just north of the Vine Jungle and directly to the south of the Ice Mountain range. This vast, mystical range of mountains was home to many mysterious and fantastic animals and exquisite sights, such as mountain bulls, manticores, and many other creatures.

The Mystic Mountains, one of the largest geographic regions on Eternia, were also home to Drakos and the Bird People of Avion, as well as Mallek, the Wizard of Storm Mountain, the village of Arkaena, and many other allies (and foes) of King Randor.

1983 MOTU MINICOMICS

The Mystic Mountains were an awe-inspiring range located on the planet Eternia. The city of Avion, home of Stratos and the Bird People, could be found high atop the peaks of the Mystic Mountains.

1983 GOLDEN MOTU BOOKS
The Golden books canon located the snow-peaked Mystic Mountains to the south of the northwestern continent on the Light Side of Eternia.

1984 LADYBIRD MOTU BOOKS
In the Ladybird continuity, the Mystic Mountains were said to be the largest and most mysterious mountain range on Eternia, home to many creatures,

including such a few thought to be long gone or extinct. There were many valleys within the range, such as the Lost Valley and the Valley of Grigor. As in other continuities, these snow-capped mountain peaks were also the location of the mountaintop city of Avion.

1984 EUROPA MOTU AUDIO PLAYS
The German canon placed the Mystic Mountains near Eternia's equator, on the southern border of the Vine Jungle. In this continuity, the Spirits of the Deceased dwelled there, and its canyons were populated by gigantic dinosaurs. Man-eaters could be found in the mountains, as well as the mischievous Gnomes.

The Mystic Mountains were also the home of some of He-Man's friends. Avion, the city of Stratos, stood in a valley within the Mystic Mountains, as in other continuities, although in this one, it was protected by the Tree of Dying Time. Buzz-Off's home of Wasp Rock was also to be found among these mountains.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The animated series described the Mystic Mountains as a rocky expanse in Eternia's Light Hemisphere, inhabited by the Andreenids, the Avionians and the mystic Zodak. Here, the honeycombed city of Andreenon was built into the side of the mountains, while the city of Avion and Zodak's retreat each sat high atop the mountains' peaks. Zodak's retreat seemed to be on a distant area of the Mystic Mountains where it seemed a bit distant to that where the

Royal Palace of Eternia had to travel through a cave in the mountains known as the Eye of Zalvkaar to reach the Bird People's home.

Webstor also took residence in the mountains after conquering Andreenos, planning to flood his army of spider warriors with the bodies of captured Andreenids and Avionians.

Against the Mystic Mountains valley lay the Mines of Zalvkaar, which employed a large force of workers comprising many of Eternia's different races to collect the valuable metals and minerals relied on throughout the planet for a variety of uses.

2006 MOTU CLASSICS

As in other continuities, the Mystic Mountains contained the kingdoms of Avion and Andreenos and their airborne natives. Following the Great Wars, the Mystic Sorcerer Zodak settled in the Mystic Mountains to meditate for thousands of years.

MYSTIC STONES

1985 FILMATION MOTU ANIMATED SERIES

Located near the Targgot Village, the Mystic Stones was an area containing large monoliths and ancient ruins. The area was largely shielded by high, mountainous hills covered in trees.

MYSTIC WALL

1983 GOLDEN MOTU BOOKS

The Mystic Wall was a magic barrier created to prevent an invasion from Skeletor and his Evil Warriors in early times. After Skeletor's last defeat, the wall was sealed once more. It was at this time that Man-At-Arms and King Randor decided to hold the sport known as the Eternathlon. During these games, Skeletor once again broke through the Mystic Wall.

1986 UK MOTU COMIC MAGAZINES

The Mystic Wall was erected in the distant past by the Elders centuries ago to separate the good and evil areas of Eternia. Horde Prime had managed to take control of the evil area for himself but had been unable to break past the Mystic Wall. He eventually assigned Skeletor the task of breaking through the Mystic Wall and invading Eternia.

Skeletor was immediately met. The Mystic Wall was no ordinary barrier [illegible]. Even the most powerful attacks did nothing to weaken it. Instead, by summoning the magic of his Havoc Staff, Skeletor concentrated his metaphysical forces on a single tiny area, hoping that he would eventually be able to weaken that spot and smash through the wall.

Skeletor concentrated his stream of evil energy for thousands of years on the one spot, and the wall began to weaken. The Power of Grayskull also controlled the existence of the wall, and when it came time for Prince Adam to transform into He-Man for the first time, Grayskull borrowed some of the power from the Mystic Wall. When the wall was eventually weakened for a second, Skeletor broke past it and began his conquest of Eternia.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Mystic Wall was a tall barrier created in Eternia's past by the Sorceress and Man-At-Arms to prevent Keldor and his Evil Warriors from returning to the Light Hemisphere after his failed assault on the Hall of Wisdom. To erect the wall, the Sorceress channeled her magic through a [illegible] staff invented by Man-At-Arms, causing a solid sheet of orange stone to erupt from the ground, exiling everyone trapped on the opposite side of the wall to the Dark Hemisphere.

Years later, Skeletor destroyed the wall using a device powered by a Corridor Crystal. With the wall down, Skeletor renewed his attempted conquest of Eternia with an attack on the Royal Palace of Eternia.

2002 REVELATIONS MOTU COMICS

In the comic retelling, the Mystic Wall was a huge structure built by Man-At-Arms with help from the Sorceress, constructed to keep the evil of Keldor away from Eternia and the Royal Palace of Eternia. The Mystic Wall was a huge, magic-infused barrier that encircled the entire planet of Eternia, splitting it into two halves: the Light Hemisphere and the Dark Hemisphere. Whereas Skeletor and his Evil Warriors were held on the Dark Hemisphere, the heroes lived on the Light Hemisphere. The wall was finally broken by Skeletor, and he invaded Eternia soon after.

2008 MOTU CLASSICS

The Mystic Wall was a barrier erected in this canon by the order of Captain Randor at the end of the Great Unrest, in order to trap his brother Keldor and his Evil Warriors in Eternia's Dark Hemisphere. To reward Randor, the Council of Elders skipped the normal laws of succession and named Randor king, even though he was the second-born son of King Miro.

Years later Keldor, having become Skeletor, created his magical Battle Armor to pass safely through the Mystic Wall and abduct Randor's young daughter, Adora. The villain also captured the Sorceress and magically cloned her, to create for himself an evil Adora to help him conquer Eternia. Man-At-Arms thwarted Skeletor by saving the Sorceress and her non-magical daughter, and the knight He-Ro, Oo-Larr, sent Skeletor back through the Mystic Wall with three strikes from his battle axe. Although Skeletor survived, his magic armor he [illegible] lost the Mystic Wall and returned to threaten the Light Hemisphere with his Evil Warriors.

MYSTICAL FOREST

1985 FILMATION MOTU ANIMATED SERIES

The Mystical Forest was not nearly as dense as other forests on Eternia. It was expansive and spacious, though still dangerous, with root-eating [illegible] to consume any individual trespassing into their territory.

NACH'SHAN

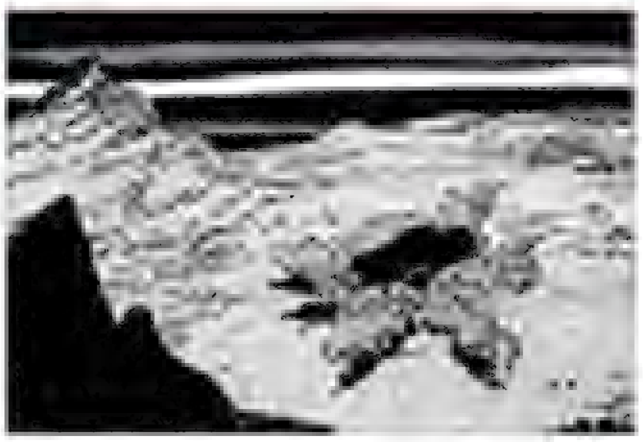
1986 MOTU NEWSPAPER STRIPS

Nach'shan was a small village located in the Kingdom of Randath. The village was once devastated by an earthquake caused by the mad man known as the Faultmaker.

NAMELESS DIMENSION

[illegible]

NAXOS



[illegible]

NAZGHAL'S FORTRESS

[illegible]

NECRON

[illegible]

NEEDLE MOUNTAIN

[illegible]

[illegible]

NEGA-DIMENSION

[illegible]

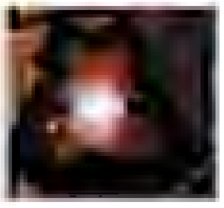
NEGA-SPACE

[illegible]

NEGATIVE CASTLE GRAYSKULL

[illegible]

NEGATOR'S LABORATORY



[illegible]

NEGATOR'S MOBILE LAIR

[illegible]

NEST OF THE MAGNA-SNAKES

[illegible]

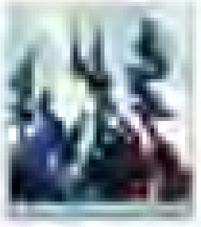
NETHERWORLD

[illegible]

NEW BURROW

[illegible]

NEW FOREST



[illegible]

NICIA

[illegible]

NIGHTMARE JUNGLE

[illegible]

NIGHTWORLD

[illegible]

NIPANA HILLS

[illegible]

NORDLING

[illegible]

NORDOR

OTHER NAMES
Moon Nordor

[illegible] HE-MAN AND THE MASTERS OF THE UNIVERSE
In the He-Man comics continuity, the moon of Nordor became Skeletor's main base of operations in the Three Sun System.

[illegible] HE-MAN MINICOMICS
The planet Denebria's moon was a foreboding astral body called Nordor which was shaped like a human skull.

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
In the New Adventures canon, it was established that Nordor was once part of the planet Primus. Unable to contain the evil from a powerful crystal, the people of Primus were forced to blast the landmass containing it into space, where it eventually became known as Moon Nordor, orbiting the planet of Denebria.

Nordor was said to be made of the darkest rock in the Tri-Solar Galaxy and eventually became the headquarters of Flogg and the Mutant animals.

The Nordor Mittens was cut from the hard rock of Moon Nordor itself by the Mutants and launched toward Primus. It was designed to keep the Galactic Guardians busy while Crita launched a full-scale assault on the Mutants.

[illegible] MOTU CLASSICS
The Classics continuity originally positioned Nordor and the entire Tri-Solar System within the Demon Dimension and inside space claimed by the Horde Empire.

NORTH FIELDS

[illegible] HE-MAN MOTU COMIC MAGAZINE
The North Fields were the northernmost part of Norman's Frozen Zone on Eternia. They were a cold, barren, and snowy territory where the village of Snow Town was located.

NORTH MOONS

[illegible] GERMAN HÖRSPIEL MOTU COMICS
The North Moons were two moons which orbited Eternia. Once every hundred years they met each other in their courses, appearing to become one moon when viewed from Eternia. This occurrence broke the power of the legendary Crystal Shield.

NORTHERN ISLES

[illegible] MOTU NEWSPAPER STRIPS
The frigid Northern Isles were located on the planet Eternia and populated by people who had renounced technology long ago. The most well-known of the isles was called Madaka. Princess Bensu hailed from the island, and her father, King Toluma, was its sovereign.

The Northern Isles held to tradition and celebrated Lamb's Day, a event which had remained unchanged for five hundred years. Many political decisions in the Northern Isles were made by a Landlord comprising several prominent individuals.

NORTHERN MOUNTAINS (I)

[illegible] MOTU CLASSICS
The Northern Mountains were a region on the planet Eternia where the peaceful Q'Sook race lived until they were captured and brainwashed by the evil Beast Man to serve in Skeletor's army.

NORTHERN PLAIN

[illegible] HE-MAN MOTU COMIC MAGAZINE
When Skeletor employed the Light of Eo to command the children of Eternia, aging them to adulthood with dark magic and leading them as a powerful army, he used the Northern Plain as a camp for the new army.

The Heroic Warriors searched the Northern Plain following Stratos's sighting of a mysterious encampment there. They were caught in a dust storm along the way, but as it cleared, they stumbled upon Skeletor's camp and discovered his evil scheme.

NORTHERN SEA

[illegible] MOTU NEWSPAPER STRIPS
The Northern Sea which surrounded Eternia's Northern Isles was notable for its rough, frigid waters.

NORTHERN MOUNTAINS (II)

[illegible] HE-MAN POP COMIC MAGAZINE
The snow-covered Northern Mountains were located on Eternia in the Kingdom of Snows ruled over by Frosta. When Adora, Madame Razz, and Broom went out for a day in the Northern Mountains, during a snowball fight they accidentally stumbled into the underground kingdom of the Wuglies, hidden beneath the mountains.

NORTHERN WEATHER STATION

[illegible] MOTU CLASSICS
The Northern Weather Station was an outpost belonging to King Randor in the Ice Mountains of Eternia. In a plot to spread cold weather across Eternia, Skeletor sent the villain Icer to seize the Weather Station after failing to steal King Randor's Ice Raider.

NORTHLAND

FILMATION POP ANIMATED SERIES
The town of Northland, though officially under Horde control, sided with the Great Rebellion. The Northland School was led by the smart teacher, Serena, who taught the local children that Etheria was once a peaceful planet, and the Horde had been against the population. She taught using textbooks that were not approved by the Horde, and when they learned of this, they put all the books on a bonfire and replaced them with Horde-sanctioned propaganda.

BRAZILIAN EDITORA ABRIL POP COMICS
The scenic village of Northland was located close to the Whispering Woods on the planet Etheria. Northland was home to Flarina, leader of a Rebel conspiracy against the Horde.

NORWIN'S COTTAGE

FILMATION POP ANIMATED SERIES
In the forest near the village of Elbon lay Norwin's Cottage, a humble, dome-shaped house with a blue door, shutters around the windows, and a thatched roof. The wizard Norwin and his apprentice Arden lived at the cottage, although Arden desired a more adventurous life.

NORZON MINES

NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Norzon Mines were located on the planet Nemin. They were run by the Gleanons, who frequently sent their prisoners to the mines to do humiliation.

NOWELLA

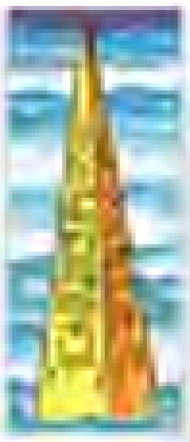
FILMATION MOTU ANIMATED SERIES
Nowella was the quiet and peaceful Eternian village from which the Sorceress originally hailed, where she grew up as a young woman known as Teela Na. Alien invaders attacked the village along with Morgoth the Terrible, capturing all its citizens. However, with the help of an old man, Teela Na was able to escape and find help at Castle Grayskull. Becoming the new Sorceress, she succeeded in defeating the invaders and banishing Morgoth to another dimension.

OASIS

NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Oasis was a large region of land on Primus. Drissi and Caz were often seen in this area tending to their animals.

The ruins located near the Oasis were the site of the final battle between He-Man and Skeletor.

OBELISK



MOTU MINICOMICS
Once a year the great and mysterious Obelisk rose from the ground on Eternia. Its properties and meaning were always unknown. Enormous powers of both good and evil were trapped inside and could be summoned by saying "power to good!" or "power to evil"; these powers would manifest in the form of strange creatures.

At its highest point, the Obelisk had strange writing etched upon it. Once, these etchings foretold events that were yet to come.

OCEAN LABORATORY

NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Ocean Laboratory was located near Primus's underwater city of Sirius. It was in a state of disrepair and was briefly taken over by Kuro when he and his people landed on Primus.

OCEAN OF FIRE

MOTU CLASSICS
The Ocean of Fire was a huge inferno burning off the coast of the Snake and Dragon Territories of Preternia. This flaming ocean disappeared after the Spell of Separation dramatically rearranged Eternian topography.

OCEAN OF GNARL

MOTU MINICOMICS
The tempestuous Ocean of Gnarl was located on the planet Eternia. Its rough, greenish waters formed a stark contrast to the beautiful Golden Seas which were found there.

LADYBIRD MOTU BOOKS
The Ladybird books noted that the Ocean of Gnarl was one of the major bodies of water on Eternia. These rough and often ragged waters flowed throughout the year, bringing storms and chill to the land. For all its ferocity, the Ocean of Gnarl helped bring much-needed rain and snow to the lands of Eternia, keeping the soil fertile and the crops growing.

MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The MYP canon described the Ocean of Gnarl as a tropical body of water, the location of the mysterious Island of Anwat Gar and the Legacy Stones guarded by Sy-Klone. Gnarl's waters also contained Orkas Island, home to Dekker, the Slave People, and ruins containing the Emerald of Orkas Island.

In a battle with Count Marzo, He-Man knocked the witch's magic amulet many miles away to land on the bottom of the ocean floor, where it created a huge explosion that destroyed sealife and underwater habitats. It was later retrieved by an unknown person, for the next time the amulet appeared, it was with Marzo as he joined Skeletor's Council of Evil.

There were many species of colorful sea life and birds inhabiting the Ocean of Gnarl, including giant fish similar to whales and poisonous Palmas akin to giant jellyfish. Medicine Tree Pods were commonly seen floating in the ocean, containing a milk whose enzymes were said to be the only known cure for the Palmas venom.

MOTU CLASSICS
The Classics continuity specified that the Ocean of Gnarl was the westernmost body of water on Eternia's Light Hemisphere.

The ocean shared the name Gnarl with a valley and a mountain range that existed on the supercontinent of Preternia before Horokoth cast the Spell of Separation in ancient times, which radically changed the planetary landscape.

OCEAN OF TIME

[illegible] MOTU CLASSICS
The Ocean of Time was a large body of water to the south of the territory belonging to the Free People of Preternia. This ocean disappeared after the Spell of Separation dramatically altered Eternia's landscape forever.

OCEAN OF TIMEBRAIDS

[illegible] GERMAN POP AUDIO PLAYS
Located far from the Crystal Castle, the Ocean of Timebraids was the most dangerous of all Etherian seas. The strings of time became tangled there, and it was said that whoever traveled across this ocean would become lost in time forever. A safe return was only possible by consulting the Guardians of Time.

The Scroll of Promises could be found on the seabed in the shallow waters of this ocean.

OCENUS

[illegible] UK POP COMIC MAGAZINES
Ocenus was a water planet and the home world of Hydron, an intergalactic alien mercenary who stole magic powers from different planets to power himself and his world. He designated Frosta as the captive so that he could use her powers over ice to become the most powerful being on Ocenus.

OCTOPUS COVE

[illegible] FILMATION POP ANIMATED SERIES
Octopus Cove was a Horde sea base where the Horde Dreadnoughts were docked on the planet Etheria. Octavia commanded this cove and was ready to launch the Horde's navy at a moment's notice.

[illegible] MOTU CLASSICS
In Classics continuity, the Aquatican warrior Octavia was stated to have eventually left her position as ruler of this Horde-occupied cove, in order to serve Hordak in the Sea of Sighs and even the Fright Zone itself.

OGRE MOUNTAIN

[illegible] MOTU CLASSICS
Ogre Mountain was the site of the evil Orkhon's fortress, from which he ruled the kingdom of [illegible]. After the villain abducted [illegible] of Vadonia, the heroic Vadonian Prince [illegible] sought help from He-Man and the Masters of the Universe. Together they mounted an assault on Ogre Mountain and defeated Orkhon.

OIL-WELL

[illegible] UK MOTU COMIC MAGAZINES
The Oil-Well was built by the Evil Horde within the Ice Forest while drilling into the ice to extract oil for Hordak's fleet of Batwing crafts. After the Rebel Warriors discovered that the well was polluting the surrounding territory, Snout Spout attacked and overpowered the Troopers, thus putting an end to Hordak's operation.

OLD MONASTERY

[illegible] UK WORLD MOTU ANNUALS
The Old Monastery was a building located within the ruin-filled city of Eor.

OLD RUINS

[illegible] FILMATION MOTU / POP ANIMATED CHRISTMAS SPECIAL
Although it was never specified, the Old Ruins appeared to be an industrial base of operations once dominated by the Evil Horde. The area was uninhabited, and the buildings had fallen into great disrepair. Few would enter this location, as the terrifying Sweet Monster lurked there within a large pool of water.

OLD VINE JUNGLE

[illegible] FILMATION MOTU ANIMATED SERIES
Possibly one of the most dangerous places on Eternia, the Old Vine Jungle was a dense, overgrown, misty, and moss-covered region that existed below the planet's surface. This eerie environment was full of deadly vegetation and was crawling with man-eating plants and monsters, all of whom would capture unwary travelers.

OMEGA-4

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Omega-4 was a barren ice planet located in the [illegible] Solar System, upon which the deadly Black Omega gas was plentiful.

OMIROS

[illegible] FILMATION MOTU ANIMATED SERIES
Omiros was a beautiful world with a magical appearance that featured unique buildings, some of which floated, and giant landmasses that similarly appeared to defy gravity. [illegible] was one of the [illegible] inhabitants of the planet, while the villainous Zelt attempted to overthrow the planet from his base of operations in Castle [illegible].

ONNOR

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Onnor was a huge underground city located beneath Primus. A vast metropolis, it was home to the Inner Council and the Galactic Resistance. Onnor was connected to the rest of Primus via transport tubes located across the planet.

OPERON

1983 FILMATION MOTU ANIMATED SERIES
Home to the peaceful King Thalos and his daughter Princess Pluis, the kingdom of Operon existed within one of the many dense jungles on Eternia. The city was golden in appearance and had a large defensive wall surrounding its many buildings. Operon City was constantly troubled by the threat posed by the opposing kingdom Targa.

ORACLE'S CAVE

1983 FILMATION MOTU ANIMATED SERIES
Located in the Crystal Sea, the Oracle's Cave appeared to have been carved into the crystalline peak upon which it was located. In the center of the cavern lay an altar made entirely of crystal, upon which an orb was located. The Oracle of the Crystal Sea would appear within the sphere whenever someone entered the cavern.

ORACLE'S LAIR

OTHER NAMES
Oracle's Temple

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The Oracle's Lair was found in the distant past of King Grayskull's rule, in a lush Eternian forest near the city of Zalesia. Much later the region would be known as the Sands of Fire. The lair where the Oracle resided was guarded by magic, so even Veena couldn't reach it.

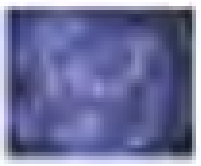
It appeared as a strange monolith building suspended in the air by unknown means, with a roof propped up by a ring of tall pillars. A staircase led from a metal gate at its base up to a stone platform.

2008 MOTU CLASSICS
The lair was referred to as the Oracle's Temple in the Classics canon. It was a floating citadel located near the city of Zalesia in the northern corner of the Snake Territory and very close to its border with the Vikor Territory of ancient Preternia.

ORCA

[illegible] MOTU CLASSICS
Orca was a domed underwater city in the Oceanian Sea of the planet Primus in the Tri-Solar System. Orca was the birthplace of Dareel Ripper Jr., who became the Galactic Protector Hydron.

ORINX



1990 THE NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Orinx was a rock which turned around the Primans' sun during a period in which shells formed around them, deflecting firrays of heat.

ORKAS ISLAND

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
A tropical island in the Ocean of Quad, Orkas Island was covered in ancient ruins that attracted both the Masters of the Universe and the Evil Warriors in their pursuit of the Emerald of Orkas Island. The two factions battled for possession of the emerald, which

was claimed by He-Man and later delivered to the Sands of Fire to be destroyed.

A former trainee from the kingdom of Eternia named Dekker enjoyed his retirement on the island, fishing for the island's plentiful sea life from his home built from a giant seashell. Orkas Island was also inhabited by Clawful's cousin and their species of crab people, who captured the island to use as bait in an ambush against several Masters of the Universe. In one of the island's fishing caves Giant jellyfish-like Fishnut rose from the ocean to battle He-Man on the island's sandy beach as he set about rescuing Dekker and his allies.

[illegible] MOTU CLASSICS
In the Classics canon, Orkas was an island in the Harmony Sea just off the coastline of the Sands of Time in Eternia's Light Hemisphere. In the continuity, Clawful's race of crustacean warriors that called Orkas Island home were known as the Krakens.

OUGRAULT SPACEPORT

[illegible] MOTU CLASSICS
The Ougrault Spaceport was a facility on the Eternian island of Avast Ear during the Great Wars. The spaceport connected the isle with intergalactic travel before the majority of the island was submerged beneath the Ocean of Quad after the Spell of Separation changed Eternia's landscape.

OUTER LANDS

1983 UK MOTU COMIC MAGAZINES
The Outer Lands were the kingdom on Eternia from which Prince Tor'Eyl hailed. The prince came to Eternos City on a goodwill visit and got on particularly well with Orko.

PALACE OF STARS

[illegible] GOLDEN MOTU BOOKS
The Palace of Stars was the royal residence of Princess Elanella, who was the only remaining heir to the throne of Eternia's kingdom of Stardell.

PATCHWORK HILLS

[illegible] UK WORLD MOTU ANNUALS
The Patchwork Hills were located in an unnamed village on the planet of Eternia. The hills were thus named because of the surrounding small, fertile fields that covered them. Together these fields resembled giant patchwork quilts, as though laid down across the gentle, rolling hills. These fields grew all different kinds of crops that varied in shape, size, and color.

For a long time the Patchwork Hills was Horde-controlled territory. Each year, the Evil Horde would take more and more crops, leaving areas of Horde-led famine. Eventually the villagers could take no more and started an uprising, yet they were no match for the heavily armed forces of the Evil Horde. The Great Rebellion had to step in and help liberate the village and free Landor, the well-known magician who lived there before he was kidnapped.

PEEKABLUE'S HOUSE

1985 FILMATION POP ANIMATED SERIES
Located outside the Whispering Woods on Etheria, Peekablue's house was a stylized, igloo-like structure with a stone footpath that led to its front door. Wooden support beams held the structure up, and the building had windows and openings on its upper level.

PELLEEZEA

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Pelleezea was a village nestled in a valley somewhere in Eternia's Light Hemisphere, home to a race of short, furry creatures called the Pelleezeans. The Sorceress defended the village and its people from a marauding warlord named Prahvus in Eternia's past, and thus an image of her was carved into a 400-foot stone standing against a cliff to serve as a reminder of their history.

The village was dotted with primitive huts and circled by a fence made from sticks and bones. A supply of the creatures' only weapons, feathered spears, was kept in one of these huts. Their shaman's hut could be found at the center of the village. The village would fall under attack again seventeen years later, this time at the hands of Skeletor and his slimy skeletal minions, and only survived thanks to the heroic efforts of Teela, Man-At-Arms, and He-Man.

[illegible] MOTU CLASSICS

The village of Pelleezea was a small settlement in the southern region of the Plains of Perpetua on Eternia's Light Hemisphere and the home of the young [illegible] Odiphus. When the people banished him for helping the warlord Prahvus destroy their defensive weapons, he made his way across Eternia and eventually found Tri-Klops's lab in Snake Mountain, which led to Odiphus becoming transformed into the Evil Warrior Stinkor.

The inventor Gwildor briefly settled close to the village of Pelleezea to live a solitary life, until he created the Cosmic Key and became the target of evil forces seeking to exploit the device for their own nefarious ends.

PERFUMED FALCON

[illegible] UK POP COMIC MAGAZINE

The Perfumed Falcon was the home of Perfuma. As the summerhouse was located high in the air, Perfuma used Perfumed Clouds to enter. Perfuma kept countless bottles of flower fragrances and scents in her home, along with her talking plants.

PHANTOM DIMENSION

[illegible] FILMATION MOTU ANIMATED SERIES

An eternal prison for those who had committed acts of unspeakable evil, the Phantom Dimension was located in between worlds. Prisoners within the dimension could see the living world but were unable to interact with it, often leading to great frustration.

Beings sent into this world were transformed into invisible phantoms. However, if an ounce of good remained within them, they could tap into that goodness and reappear in the normal world once again, though only as a spirit.

PHANTOS

[illegible] FILMATION MOTU ANIMATED SERIES

The planet Phantos, ruled by Queen Elmora, was famous for its Photanium ore, which could produce the strongest metal in the universe and was mined and smelted solely on this world. Skeletor attempted to conquer Phantos for the wealth of its mines with the aid of Shongatto. Fortunately, He-Man rescued Queen Elmora from their clutches.

[illegible] MOTU CLASSICS

The Classics canon stated that Phantos was a planet located in the Eternian Dimension, outside of the Horde Empire.

PHANTOS PHOTANIUM FOUNDRY

[illegible] FILMATION MOTU ANIMATED SERIES

Located in the shadow of Queen Elmora's castle stood a foundry which smelted and refined the Photanium ore mined on the planet Phantos. When Skeletor overtook the foundry, the workers were enslaved and unconventional objects were produced, such as the Photanium Body Cells. However, the foundry also had a secret entrance to Elmora's Castle, which He-Man used to help free her from Skeletor's spell.

PHANTROX

[illegible] MOTU CLASSICS

Phantrox was one of the satellites of the planet Eternia. It had an irregular shape similar to a wedge rather than a sphere.

PHELIDIO IX

[illegible] MOTU CLASSICS

Phelidio IX was a planet located inside the Horde Empire, in the Eternian Dimension. It was the homeworld of the [illegible], a [illegible] race that included [illegible], better known as the Horde warrior Mantenna.

PINE TOWN

[illegible] FILMATION POP ANIMATED SERIES

Pine Town was a small settlement on the outskirts of the Valley of the Lions on Etheria. The people of the town were loyal to the Great Rebellion and would report any suspicious Horde activity to Adora and the Rebels.

PIRATE COVE

[illegible] MOTU CLASSICS

Pirate Cove was a bay located on the northern edge of the territory belonging to the Free People of Eternia. The cove was located close to Anwat Gar and was cut off from the rest of the Free People's territory by the Great Jungle.

Pirate Cove may have been the source of the Gar Pirates, who terrorized Eternia after Anwat Gar was submerged beneath the Ocean of [illegible].

PIRATE TUNNELS

[illegible] UK POP COMIC MAGAZINE

Built by pirates and smugglers many years before the Great Rebellion was formed, the Pirate Tunnels were located deep beneath Castle Bright Moon on Etheria. When Hordak used the Spy Screen to persistently survey the Rebellion throughout Etheria, She-Ra and a band of Rebels found refuge underground in the Pirate Tunnels, where the screen could not reach. The tunnels extended as far as the Fright Zone, so by using an invisibility spell, Castaspella was able to sneak unseen to [illegible] to help destroy Hordak's spying screen.

PIT OF LIGHT

[illegible] UK MASTERS OF THE UNIVERSE MAGAZINE

The Pit of Light was located within Snake Mountain, on Eternia. When Horde Prime sent Hordak and Skeletor after the newly discovered Sword of Evil, one half of which was hidden in Castle Grayskull, ancient texts foretold that the sword must be cast into the Pit of Light to prevent evil forces from gaining control of it.

He-Man journeyed to Snake Mountain to do just this. But within the fortress, he was faced with a surprise attack by Hordak. The Horde leader took the sword from He-Man, who fell into the Pit of Light himself, narrowly managing to escape by using all of his strength to grip the walls and climb back to safety.

PIT OF SHADOWS

[illegible] FILMATION MOTU ANIMATED SERIES

When Granamyr's magic fires were extinguished by Morningstar, Orko, He-Man, and Man-At-Arms journeyed to the Pit of Shadows, deep under Darksmoke, to retrieve a new flame with which to reignite Granamyr's fire.

The Pit of Shadows was guarded by griffin statues, which could animate when visitors approached. But it was said that only the good, the wise, and the brave could enter the Pit of Shadows and see the fires within.

PLAGRA STATION

[illegible] MOTU CLASSICS

Plagra Station was a large space outpost located on the very far of the space controlled by the Horde Empire in the Etherian Dimension. Because of this remote location, it was unknown whether it in fact belonged to the Horde, or if it was instead a line of defense against their forces.

PLAIN OF ETERNITY

[illegible] GERMAN MOTU AUDIO PLAYS

The Plain of Eternity was a large green landscape on Eternia populated by many magors. Although it appeared to be a pretty and calm area, deep caverns could be found in the region in which resided abominable monsters that were able to reach the surface. These humanoid creatures originated from the planet Earth and had entered Eternia many thousands of years ago, through the Cosmic Bridge.

When the magor Bogaro allied with Skeletor to conquer the Royal Palace, He-Man traveled to the Plain of Eternity and destroyed the cavern where the Cosmic Bridge stood.

PLAIN OF MOOLITH

[illegible] UK WORLD BOOK ANNUALS

The Plain of Moolith was a plain area that bordered the dreaded Marshes of Mevoth.

PLAIN OF THE WINDS

[illegible] UK MOTU MAGAZINE

The Plain of the Winds was a barren, desolate landscape located on the planet Eternia. Hordak once constructed a mysterious maze there in an effort to finish the job he'd started years earlier: the kidnapping of Prince Adam.

PLAINS OF MIZROCK

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Plains of Mizrock were a huge stretch of land on Primus, which lay between Volpine City and Skeleton Space Base.

PLAINS OF PERIL

[illegible] MOTU MINICOMIC [illegible]

The Plains of Peril were located just outside the Kingdom of Bandala.

PLAINS OF PERPETUA

OTHER NAMES
Plain of Perpetua

[illegible] FILMATION MOTU ANIMATED SERIES

The Plains of Perpetua were a picturesquely beautiful part of Eternia, a nearly endless area covered in grass, including its uniquely fluted mountains. Beneath this grassy undisturbed expanse was hidden a bewildering maze of caverns.

[illegible] LADYBIRD BOOK SERIES

In striking contrast to the scenic grasslands of the television series, the Ladybird books portrayed the Plain of Perpetua as a rocky area full of volcanoes and evil creatures, with a reputation for being among the most dangerous regions on the planet. A trackless, grassy badland made up 25 percent of the area, which bordered the Mountains of Perpetua in the northeastern continent of Eternia. The extremely hazardous Labyrinth of Perpetua was also located on this plain.

[illegible] MOTU CLASSICS

The Classics canon specified that the Plains of Perpetua existed on Eternia's Light Hemisphere, between the Mystic Mountains and the Ice Mountains in the North. It was also stated that in ancient times, Perpetua was the site of mountainous rather than plains, suggesting that in this continuity the modern region still contains Filmation's fluted mountains.

PLANES OF MAGIC

[illegible] UK MOTU COMIC MAGAZINES

Orko was able to cross the Planes of Magic throughout the universe, in order to detect sources of mystical power. While doing this, he came across a strange source of magic emanating from the Cave of [illegible] on Eternia, and thus led He-Man there to investigate.

PLUNDER ROOM

[illegible] PLUNDOR HOTU ANIMATED SERIES

Inside Doom Tower, beneath the Magna-Beam Transporter lay the Plunder Room. In order to charge the Magna-Beam, Plundor took captives who possessed a strong will and imprisoned them

inside glass cages linked to machines in the Plunder Room, which then sucked the willpower from them leaving them drained and weak. The willpower energy was funneled from the Plunder Room to charge the Magna-Beam Transporter above.

PLUNDOR'S FACTORY

[illegible] PLUNDOR HOTU ANIMATED SERIES

Located on the planet of Trolla, Plundor's Factory was a nightmarish vision that bore a more than striking resemblance to the rabbit-like visage of Plundor himself. The polluting factory poured gallons of oil into the surrounding rivers and churned

plumes of smoke into the sky, blocking out the sun. Because of his terrible factory, Plundor was responsible for the extinction of many animals.

PODI'S CAVE

[illegible] PLUNDOR HOTU ANIMATED SERIES

Podi's Cave was an abandoned temple on the outskirts of the Vine Jungle. Podi used the homemade cave as a hiding place, for this ancient place of worship was long forgotten by most people except for Ryga, an enemy of Podi's father.

POINT DREAD

[illegible] DC MOTU MINICOMICS

The mysterious Point Dread was a stone structure of magical might, a mystical location appearing on the face of Eternia for only a short time every twenty years. Point Dread was associated with the powerful Talon Fighter, which rested atop the eldritch outpost.

Skeletor once endangered all of Eternia by tapping into Point Dread's power, but the Goddess sprited the entire structure away to Castle Grayskull merging it with the mystic stronghold.

[illegible] MATTEL MOTU BOOK AND RECORD SETS

In *The Power of Point Dread*, He-Man first learned about the outpost when the Cosmic Enforcer Zodac asked the hero to follow him high into the craggy mountains of Eternia. There, Zodac revealed Point Dread and the Talon Fighter to He-Man.

In this canon Point Dread was created by the same scientists who built Castle Grayskull ages ago, before the Great War. The structure itself could move through both time and space; thus, by using Point Dread's power, one could go anywhere on Eternia in an instant. Inside Point Dread were a computer monitor and advanced technological marvels.

Point Dread would appear whenever the Talon Fighter was about to land.

[illegible] UK WORLD MOTU ANNUALS

In the earliest World annuals, Point Dread was described as Skeletor's evil lair (this was possibly written before Snake Mountain was created to be his base of operations, making a unique contrast to all other continuity about Point Dread). It had no association with the Talon Fighter.

Described as an underground, multilevel fortress with all the same doom and gloom of Snake Mountain, it appeared as a blackish, mountain-like tower that rose out from the Eternian Sea, entirely made of naturally growing rock formations. The entrance was a steep, sloping passage with twisting stairs that led to the deep below. Within, Point Dread was made up of a vast labyrinth of passages, tunnels, pits, rooms, and dungeons. Deep underground, Skeletor's prisoners toiled as slaves in the Sulphur Mines of Point Dread.

Lying beside Point Dread was a ruined underwater city destroyed by an earthquake thousands of years earlier. Skeletor hoped to rebuild and colonize it with Eternian slaves.

[illegible] [illegible] MOTU AUDIO PLAYS

The German audio plays [illegible] described Point Dread as a mobile command centre used by the Masters of the Universe, which stood in different places at various times, and could even be found in outer space.

[illegible] MOTU CLASSICS

In the Classics continuity, Point Dread was again a magical fortress that could transport across space to be located on a mountain or atop the southeast tower of Castle Grayskull itself. The Talon Fighter vehicle, though connected to Point Dread, was also said to have been built and piloted by one of the ear[illegible] Fox Men in ancient times. Despite this association, the Talon Fighter was shown being piloted by [illegible] fighting the Evil Horde and the Fighting Foe Men during the Second Ultimate Battleground, suggesting that Point Dread was ultimately controlled by the heroic Masters of the Universe.

[illegible] DC MOTU COMICS

In the DC comics canon, Point Dread was located in the Mystic Mountains and served as a rendezvous point for the heroic Masters of the Universe after a devastating battle with the Horde. The refugee resistance allied with King Randor met at Point Dread to regroup and formulate a new tactic against the Horde. The Talon Fighter docked atop Point Dread and was used by He-Man to make a hasty escape from the battle, after which they rendezvoused at Point Dread.

[illegible]

LOCATIONS

POLAR CAP

1986 UK MOTU COMIC MAGAZINES
He-Man, Roboto, Snout Spout, and Man-At-Arms travelled to the Polar Cap of Eternia, following a dangerous rise in water levels caused by icebergs melting in Eternia's warm seas. The heroes bound three icebergs together and travelled north to investigate the Polar Cap, where they discovered a race of Fire Sprites was responsible.

The Fire Sprites had come to Eternia after being forced to flee their home world of Incendia but had unwittingly caused damage by melting the local icebergs. He-Man set about investigating the source of their problem and ensuring the safety of the Eternian Polar Caps.

POLAR SEA

1985 FILMATION POP ANIMATED SERIES
Etheria's Polar Sea, although stunning in appearance, was nigh impossible to reach by land, as it was surrounded by inhospitable frozen lands and occasional icebergs.

POLARIDES

2020 MOTU CLASSIC
The world of Polarides was a large planet located outside of the Horde Empire in the Premier Dimension. It was a relatively dry world with natural waters limited to large lakes rather than oceans.

POLONIA

1985 FILMATION MOTU ANIMATED SERIES
A desolate mountainous region, Polonia was the land in which Montork's Castle stood. Polonia was also known for being a land which had never experienced any plant activity.

POOL OF BEAUTY

1986 UK POP MAGAZINES
The Pool of Beauty was an oasis which lay within the Sorting Desert on Etheria. It was said that the pool was all that remained of a once-great ocean. The pool was the ultimate judge of beauty, and it informed Catra that there was one who was indeed more beautiful than she. It was hinted that in fact She-Ra was the one to whom the Pool of Beauty was referring.

POOL OF SHADOWS

1986 UK MOTU COMIC MAGAZINES
The Pool of Shadows in the Eternian Woods was one of Battle Cat's favorite spots to visit. After a tough workout or battle, he liked nothing more than to take a long drink of water and a short snooze by the pool. Kronis took advantage of this and enacted a devilish scheme, contaminating the water with poison. When Battle Cat became seriously ill after drinking from the pool, Kronis sent a note to the Heroic Warriors offering a cure for his illness in return for the Throne of Eternia.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Pool of Shadows was a site of magic which lay in the center of shattered ruins somewhere in the Dunes of Doom in the Dark Hemisphere of Eternia. A hands-shaped pillar loomed overhead, which Skeletor used to hang Evil-Lyn like bait over the pool as punishment following her betrayal after freeing the Snake Men from their timeless prison under Snake Mountain.

When disturbed by Skeletor's Havoc Staff, the sinister pool bubbled and glowed, opening a gateway to the Forsaken Realm, home to ancient horrors from the time before time. One such horror, an inky black monster covered in green eyes, began to ooze from the pool, demanding a sacrifice. However, the gateway was destroyed by the monster itself in a devastating explosion as it retreated from an assault by He-Man.

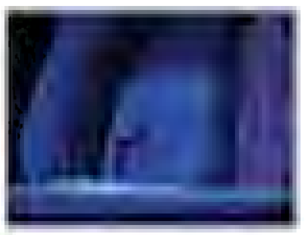
POOL OF VISION

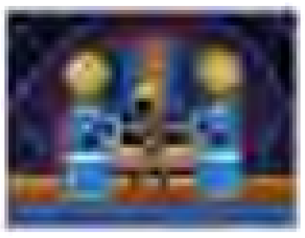
1985 FILMATION POP ANIMATED SERIES
Located in Castaspella's castle of Mystacor, the Pool of Vision was found in a large circular structure. Using her magic, Castaspella was able to use this pool to see the activities of people on other worlds, such as Prince Adam on Eternia.

PORT OF RANDORHAVEN

[illegible] LADYBIRD (MOTU) BOOKS
The Port of Randorhaven was the port city for the kingdom of Eternia. King Randor and his family used the port to board his luxury yacht, the Sea Eagle. It was also a popular destination for sea merchants.

POWER ROOM





[illegible] FILMATION MOTU ANIMATED SERIES
Locked behind giant, strong doors, the Power Room lay within the underground kingdom of the Bolor people. Bolor vehicles had no self-contained ability to generate power, and thus needed to draw their power from the central Power Room, which was relatively small given the number of vehicles it had to charge.

When He-Man came to stop the Bolor invasion and their theft of the royal crops, he tilted two generators into each other, thus destroying them and making the Power Room useless.

PRAKAMOS

[illegible] SUMMER SAGA (MOTU COMICS)
Prakamos was a primeval world inhabited by dinosaurs and primitive men. It was called "the lost planet," as it did not circle around any sun but moved freely through the depths of space.

When Skeletor and the Evil Warriors discovered Prakamos, they used a brain manipulator to enslave the natives and force them to mine diamonds. Soon after He-Man thwarted this plan, Prakamos left the Trion Sun System, continuing its journey across the cosmos.

PREHISTORIC JUNGLE

[illegible] FILMATION MOTU ANIMATED SERIES
After accidentally sending Adam's Power Sword into prehistoric Eternia, Orko and Cringer travelled back in time to find themselves in the middle of a thick jungle, full of all sorts of creatures, from Swamp Hoppers to three-eyed monsters.

PREHISTORIC RUINS

[illegible] FILMATION [illegible] ANIMATED SERIES
The Prehistoric Ruins were a campground used by the Ancients of Eternia. They were located in a very remote area and consisted of buildings and sculptures that remained from a bygone era.

PRETERNIA

OTHER NAMES
Pre-Eternia

[illegible] MOTU MINICOMICS
The primordial world of ancient Eternia was known as Preternia. There, cyborg dinosaurs and giants roamed the tumultuous volcanic landscapes. Little is known of this strange long-ago time, though it is known that the great warrior He-Ro battled the threat of King Hiss and his Snake Men on Preternia. It is also known that Randor helped construct the Central Tower of Eternia during this ancient era.

The Sorceress once sent He-Man back in time to Preternia, though she first had to wear a disguise for reasons which were not made apparent to him at the time.

> [illegible]

[illegible] DC MOTU MINICOMIC
He-Man and Skeletor were sent into Eternia's magical past via a time portal. They appeared in Preternia, a mysterious primeval land filled with good and evil cyborg dinosaurs, as well as dangers like living quicksand. In this ancient

PRIMEVA

PRIMUS

1984 UK WORLD MOTU ANNUALS

The planet of Primus was a rich and peaceful world, with seas and skies traversed by traders, fields worked by farmers, and great cities filled with high tech craftsmen, builders, and engineers. Galactic City, the largest of the many metropolises of Primus, was the meeting place of the Galactic Council which was made up of members assembled from across Primus's different continents.

For many years, the members of the Galactic Council were known for their wisdom and respect for their world, which influenced their ability to work together in harmony, allowing their planet to thrive and prosper. However, Primus's sister planet, Denebria, agitated to cause war to break out between the two worlds, a conflict which threatened to destroy the harmony and stability of life on this peaceful planet.

1987 GERMAN EHAPA MOTU COMICS

Orbited by its moon Elros, the peaceful world Primus flourished in the Tri-Star System. Ruled by a council from its capital, Galactic City, Primus was targeted for its riches by the Evil Mutants.

1987 ITALIAN MAGIC BOY MAGAZINES

As in other canons, Primus was home to a highly advanced, peace-loving civilization and filled with beautiful cityscapes and technological marvels. However, in the Magic Boy magazine canon, an interesting spiritual dynamic was also occasionally referenced on Primus. Some Primans worshiped or invoked the name of Saint Bodhan. Temples and statues devoted to this spiritual figure could be seen on the planet.

1989 HE-MAN MINICOMICS

Primus was described in the minicomic continuity as a highly advanced planet located in the Tri-Solar System, millions of miles and light years away from He-Man's home on Eternia. Prominent locations on Primus included Terra, Mida, Elros, the Guardian Sea, and Galactic City, situated on the moon Elros. The Galactic Guardians resided on Primus, defending it from attacks by the evil Space Mutants.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The cartoon continuity described Primus as the home planet of the Primus people and the last refuge of harmony in the Tri-Solar Galaxy. It was protected from attacks from the Mutants of Denebria via a protective shield, powered by the mental energies of its Inner Council.

2008 MOTU CLASSICS

The Classics canon stated that Primus and the Tri-Solar System existed within the territory of the evil Horde Empire of the Etherian Dimension. In this continuity, Flogg and his Denebrian Slime Squad served Horde numbers, prompting Primus's native Galactic Protectors to travel to Eternia and seek out the Tears of Destiny, as they were foretold to defeat the Horde Empire.

Primus's cities included Lookas, the cloud city home of the Galactic Protectors and their allies, as well as the undersea city of Orca, located near the small island of Hua in the Guardian Sea, home to Primus's capital, Hydron.

2012 DC MOTU COMICS

DC's recent comics continuity re-defined Primus as an uninhabited planet to which Eternian refugees fled before the Horde took absolute control of Eternia after acquiring the Eyes of Grayskull. Over generations these refugees flourished and turned Primus into a technological marvel.

Once Eternia's unremarkable but long-forgotten planet became the home of the Horde, Hordak used the Power of Grayskull and the Eyes of Grayskull from the past to reach them through time and space and callously destroyed the planet, along with every last one of the fellow people living on it.

PRISM OF LIGHTS

[illegible] UK MOTU COMIC MAGAZINES
The Prism of Lights was home to the mysterious Entrapta. She lived there in seclusion from the rest of Etheria. It contained the Maze of Mirrors, assembled from countless reflectors, and as Entrapta distrusted most people of Etheria, it was very rare that anyone other than herself gained entry. However, when She-Ra needed to enter the Maze of Mirrors to cancel out the destructive magical effects of the Null Stone of Nabuk, she managed to win Entrapta's trust and gain entry to the Prism of Lights.

PRISON MINES

[illegible] FILMATION MOTU ANIMATED SERIES
Although never actually seen, the Prison Mines were a location to which criminals were sent to serve their time.

[illegible] CLASSIC MAB MOTU COMICS
In the Dar comics, the Prison Mines were located deep within Prison Mountain (formerly Snake Mountain), where prisoners of Skeletor were sent for hard labor.

PRISON MOON

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Prison Moon was where Primus sent its most dangerous criminals for incarceration.

PRISON MOUNTAIN

[illegible] CLASSIC MAB MOTU COMICS
In a dark timeline created when Prince Adam lost his Power Sword in the time stream thirty years in the future, Snake Mountain had been renamed Prison Mountain and was a stronghold where those who stood against Skeletor's regime were punished. Anyone who dared to have an independent thought or defy Skeletor in even the slightest way would be sent to the prison, from which there was no escape.

The Prison Mines were located deep within Prison Mountain, and it was here that the criminals incarcerated during the reign of Skeletor were sent for hard labor.

PRISON STAR

OTHER NAMES
Prisonstar
Prison Star

[illegible] UK WORLD BOOKS ANNUALS
The Prison Star was a red spaceship bursting at the seams with deformed and mutated criminals whose crimes ensured that never again would they roam the universe causing death and destruction. In its thousands of cells, the Prison Star held some of the evilest and most vicious criminals in the universe, most of whom were not human but of alien descent and had the most depraved minds ever seen. The inmates included criminals who had decimated whole planets, enslaved the inhabitants of entire solar systems, or simply killed for their own amusement and pleasure.

[illegible] UK MOTU COMIC MAGAZINES
In the UK comics continuity, the Prisonstar was similarly a gigantic intergalactic prison complex where the most dangerous criminals in the universe were incarcerated. When a criminal was deemed too much of a risk to be imprisoned on any particular world, they were sent to the Prisonstar. The warders were highly trained warriors, with the skills necessary to keep the inmates in order, and breakouts were extremely uncommon in the high security complex.

Several of the Evil Warriors who threatened Eternia were former inmates, among them Beast Man and Modulok, who had served time there in the previous human form of Colan Nycoff. In turn, many of the evil menaces whom He-Man and the Masters of the Universe came up against were sent to Prisonstar after being dealt with. One of these was Bolta, the corrupt dictator of the Brollings, while another was the hypnotist-turned giant spider-warlord who attempted to lead an army of his own kind against Eternia.

Hordak felt the Prisonstar inmates could be of value to him and thus broke into the complex, locked up the wardens, and set all the inmates free, intending to use them as his minions. Although they at first served him willingly and helped him make an attempt on the lives of He-Man, Dread Spook, and Fly-Ozone, these hardened criminals later rebelled against him, and a huge fight erupted between the Horde and the inmates. When He-Man and his comrades freed the Prisonstar wardens, the Prisonstar overpowered and reimprisoned the inmates, and when Hordak fled, he even left some of his Troopers behind to make sure they succeeded, fearing that if any of the Prisonstar inmates were to become free again they could pose a threat to the Horde Empire.

[illegible] MOTU CLASSICS
The Classics bios situated the Prison Star in the Despondos Dimension, just outside of the Horde Empire's territory. The main weapons and operators of the Prison Star were never identified in this continuity.

PRISON ZONE

[illegible] FILMATION MOTU ANIMATED SERIES
The Prison Zone was the realm into which the wizard Morgoth the Terrible was banished by the Ancients of Eternia, after they defeated his evil quest for power. The Ancients opened a portal through a Wheel of Fire, which trapped Morgoth in this faraway dimension.

PROFESSOR MATTIK'S RESEARCH CENTRE

[illegible] UK MOTU COMIC MAGAZINES
Professor Mattik's Research Centre was the laboratory of Professor Mattik, the greatest scientist on the planet Lomdon. When the laboratory was invaded by the criminals of Lomdon, it was defended by the law enforcer Rio Blast. On a later occasion, when Rio was critically injured following an assault by the criminals, Professor Mattik took him to his laboratory, where he repaired Rio's damaged body with cybernetic modifications, turning him into the cyborg gunslinger who would go on to join the Masters of the Universe.

PURPLE DESERT

[illegible] UK MOTU COMIC MAGAZINES
After the Heroic Warriors had recovered the Glove of Globulah from the Evil Horde, He-Man used the glove to banish the Animal to a sensitive barren land known as the Purple Desert.

PYRAMID OF IMMORTALITY

1984 GERMAN MOTU AUDIO PLAYS
Described in a book of the same name, the Pyramid of Immortality was assumed by Prince Adam to have been no more than a fairy tale, yet in truth the pyramid indeed existed and, according to the book, would grant immortality to those who entered it.

After obtaining the book, Skeletor and his minions discovered the ancient pyramid within the Mystic Mountains. Inside the pyramid, a tunnel led into an egg-shaped chamber underneath the Royal Palace of Eternia. Believing that he and his companions would become immortal by sitting on it, Skeletor activated the item on an old, hedgehog-shaped machine. As the evil warriors left, the room and tunnel collapsed behind them. The machine eventually turned out to be an antimatter bomb placed on Eternia eons ago by the Lunarians. However, it simply crumbled to dust after Orko succeeded in deactivating it.

PYRAMID OF MYRABIM

1984 UK WORLD MOTU ANNUALS
The ancient Pyramid of Myrabim was best known for being the location of the long-lost Weather Cannon. The pyramid was situated in an uncharted desert zone on Eternia.

In ancient times, when the Snake Men originally invaded Eternia, Myrabim had been the seat of the Elders' magical power. Over the years, the Elders moved their creation Castle Grayskull, leaving behind many inventions, one of which was the Weather Cannon.

QUAGMI SWAMP

OTHER NAMES
Quagmire Swamp

1987 GERMAN ECAPA MOTU COMICS
The Quagmire Swamp was a stinking swamp on Demnitrix, filled with dark, bubbling waters, foul-smelling mud and slime. It was the home of Kalamarr and many other hideous creatures that dwelled beneath its surface.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
In the animated *New Adventures* continuity, Kalamarr was known as Slush Head, and his home, the Quagmi Swamp, was regarded as repulsive by both Mutants and humans alike. Captain Hydron once referred to it as the "stink hole of the Tri-Solar Galaxy."

QUEEN ELMORA'S CASTLE

1985 FILMATION MOTU ANIMATED SERIES
Overlooking the Photanium Quarry on the planet Phemos, Queen Elmora's Castle was where the monarch would greet visiting dignitaries, such as Prince Adam and Man-At-Arms. The castle had several high towers, and its interior was richly decorated, exhibiting the wealth that the queen had amassed from exporting the highly prized Photanium ore.

RAINBOW PONDS

1986 UK MOTU COMIC MAGAZINES
The Rainbow Ponds were the site of the Battle of the Cats, when Beast Man used his power over animals in an attempt to lure Battle Cat into his thrall. However, when his powers brought Cringer to the ponds, Beast Man, not realizing that Cringer and Battle Cat were one and the same, thought his scheme had gone wrong.

The villain held Cringer under his power regardless, and when He-Man tracked his companion to the Rainbow Ponds, he found himself faced by both his own pet and Skeletor's deadly feline steed, Panthor.

RAINBOW RIVER

1984 UK WORLD MOTU ANNUALS
The Rainbow River was the most beautiful river in all of Eternia, whose waters took on the appearance of many colors. However, the river became polluted when Hordak put up his Dam of Despair. Fortunately, Dorfle and Bow teamed up with the strange Gurgle to free the river from the blight of Hordak's monstrosity.

REALM OF DEMONS

1985 FILMATION MOTU ANIMATED SERIES
Although unseen, the Realm of Demons was a dimension beyond Eternia, containing evil beings intent on devastation. Practitioners of magic could access this dimension. Batlyth, a demon of the night, was summoned from this dimension by the wizard Zarn. Queen Hydra later banished the bat-looking ... on Shadow Wing to the Realm of Demons.

REBBA

1990 UK MOTU COMIC MAGAZINES
Rebba was a planet that He-Man and Sy-Klone briefly relocated to when Hordak threatened to level Eternos City, which he had turned to glass with the Crystal of Crystals unless the heroes agreed to leave Eternia. Although He-Man and Sy-Klone agreed and traveled to Rebba, they had said nothing about not returning, and immediately after reaching Rebba, they returned to Eternia to thwart Hordak's scheme.

REGION OF FLAME

1985 FILMATION MOTU ANIMATED SERIES
The Region of Flame was a very unforgiving location on Eternia. The land was rocky and gray, with no vegetation. Streams and lakes of hot molten lava were prominent throughout. The Fire People were the only beings who existed in the Region of Flame, where they were the guardians of the Spellstone, located in the Temple of the Fire People.

REGION OF STARDICA

FILMATION MOTU ANIMATED SERIES

The Region of Stardica was an old fortress that had not been used in years, until Skeletor turned it into a temporary base of operations. The fortress featured incredibly high walls, a large cyclon-like device which was capable of firing out tremendously powerful bursts of energy, and amazing technology within the rock structure.

RING SYSTEM

UK MOTU COMIC MAGAZINES

The Ring System was a far-off star system. Every three years, it played host to the Ring System Games, a series of interplanetary games in which champions from all over the universe were invited to compete.

RIVER OF FIRE

INTERNATIONAL MOTU COMICS

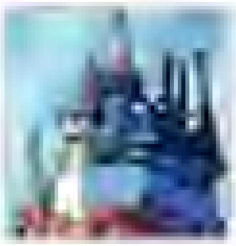
The River of Fire was a long, lava-filled river surrounded by rocky terrain, very close to the Wall of Darkness in Eternia's Dark Hemisphere. This river was extremely hot and melted away Battle Cat's face mask upon contact. Snake Men like King Hiss and Rattlor, however, could survive contact with the lava by shedding their skins.

RIVER OF LAVA

BRAZILIAN EDITORA ABRIL POP COMIC

The River of Lava existed in another dimension and sustained the lives of the Lava Men. When a mountain formation blocked the river from reaching the Lava Men, She-Ra assisted them by firing a blast from the Sword of Protection which allowed the River of Lava to flow once more.

ROHAD'S HOUSE



FILMATION MOTU ANIMATED SERIES

Placed high atop a craggy rocky mound, Rohad's house was impressive, composed of tall red buildings and pinnacles. The exterior of the house bore the look of the scientific genius that dwelled within.

RONDALE

MOTU ANIMATED SERIES

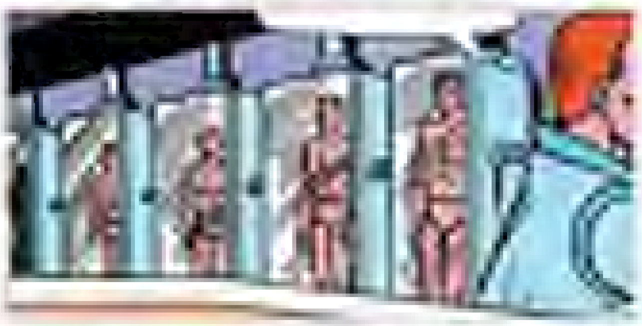
Rondale was a large kingdom located on the planet Eternia. Its capital was Arabic in style and architecture, and its inhabitants dressed in a manner akin to the Middle Easterners of Earth. Turbans and robes were not uncommon sights in Rondale's capital.

The kingdom was ruled by Queen Elisa, who ascended the throne after her husband's death. Young Prince Conan was next in line for the throne.

Lady Miranda was a scientist and ambassador from the kingdom of Rondale. She was frequently seen in Eternos due to her diplomatic duties and her budding romance with Duncan, the Man-At-Arms.

While Rondale was a prominent Eternian kingdom with its own ruler, King Randor was referred to as "the High King," indicating that all other kingdoms answered to him.

ROOM OF RECUPERATION



BRAZILIAN EDITORA ABRIL MOTU MINICOMICS

The Room of Recuperation was an advanced medical facility located in the Royal Palace. When Kobra Khan's deadly venom poisoned a number of Royal Guards and Heroic Warriors, they were brought to the Room of Recuperation and placed in vertical tanks to recover.

ROOM OF THE ELDERS

GERMAN EHAPA MOTU COMICS

The Room of the Elders was a round chamber built inside the center of Castle Grayskull. It contained several busts, one of which was Eigemon. By ramming the Power Sword into the mouth of the Eigemon bust, He-Man activated Castle Grayskull's magic. This stopped the castle from sinking into the Swamps of the Nether Regions and made it return to its correct place.

RORKUS GALAXY

NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Rorkus was a galaxy where the intergalactic gladiators Hawkstrike had fought and won many battles.

ROSE MOUNTAIN

FILMATION MOTU ANIMATED SERIES

Rose Mountain was the location of the legendary Bitter Rose. It was the only thing that would grow on Rose Mountain. According to the legend, the rose was formed by the tears of a goddess looking for her husband returning home from war, who never came back. The goddess disappeared, and in her place was the rose.

When Orko wanted to make Dree Elle happy, he journeyed to Rose Mountain to retrieve the rose for her. But when he took the rose, the mountain began to shake and collapse, causing an avalanche.

It was only the love between Orko and Dree Elle that caused the goddess to reappear and stabilize Rose Mountain again, allowing new vegetation to grow there.

ROYAL NATURE RESERVE

UK MOTU COMIC MAGAZINES

The Royal Nature Reserve was an area of the Royal Kingdom on Eternia where rare and endangered species were kept for preservation.

ROYAL PALACE OF ETERNOS

OTHER NAMES
Royal Palace Eternos
Royal Palace of Eternos City
Eternos Palace
Royal Palace
Royal Palace of Eternos

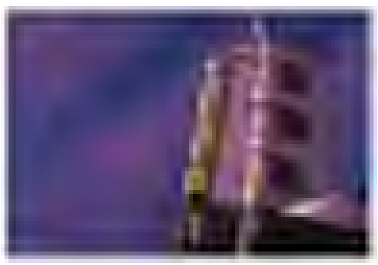
1982 DC MOTU COMICS
The Royal Palace was a traditional medieval-looking stone structure with large, towering spires and high walls. It was positioned atop a vast hill and overlooked the surrounding villages. Much like the planet of Eternia, it was home to both magic and science.

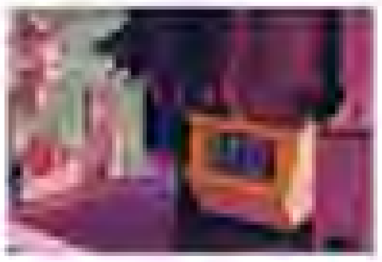
1983 FILMATION MOTU ANIMATED SERIES
The Royal Palace was home to the Royal Family: King Randor, Queen Marlena, and Prince Adam. It was also the home of Orko, Man-At-Arms, Teela, and the Royal Guard. In the Filmation canon, the palace was a large, domed-roof building overlooking the city of Eternos.

The city and palace stood on a high plateau overlooking the Fertile Plains. The palace itself had an intricately carved and decorated interior, featuring a throne room, a dining room, long corridors, and training and sleeping quarters for its residents.

These were some of the most frequently used locations at the Royal Palace:

- The Royal Council Chamber was often filled with those charged with managing the governance of Eternia. Outside was a great tree that nearly fell upon the chamber when Eternia's oxygen level was lowered. Fortunately, He-Man was able to catch the tree before it fell.
- The Royal Pavilion was an observation deck from which the king and queen could watch ceremonies or games in the palace courtyard.
- Normally used by physicians at the Royal Palace to teach medical students, the operating theater was where an injured Whiplash was taken to be examined in view of the other Heroic Warriors. Whiplash had to be closely watched in case he had any deceptive plans.
- The Royal Palace vault, high in a tower in the city of Eternos, held heirlooms and treasures from throughout Eternia's history. Objects were locked in this vault for safekeeping.
- The Rainbow Tunnel was a secret passage that King Randor built for Prince Adam and Teela when they were young. It lay underneath the palace and opened into the throne room.
- The Royal Theatre was a performance space within the Royal Palace where Man-E-Faces would perform. Based upon the limited seating and small stage, the theater may have been a private venue for the Royal Family, rather than a major venue for the Eternian public.
- The Royal Dungeons were a rarely used prison below the Royal Palace, consisting of several cells with heavy iron doors. The cells themselves were quite small, with floors covered in straw. These dungeons seemed inhumane and long abandoned and were the perfect place for Evil-Lyn and Beast Man to hide their captive, King Randor, after they transformed him into a goat with the Shaping Staff.
- The Royal Palace jails, in contrast to the antiquated dungeons underneath the Royal Palace, were a detention area in Eternos controlled by the Royal Guard. These modern cells had electronically controlled bars on both the windows and entrance, making escape nearly impossible.
- The Royal Museum contained many important artifacts from Eternia's history, including the ship called the *Rainbow Explorer*, on which





Queen Marlena arrived from Earth, Orko's artifacts included her astronaut suit and accessories.

- The Royal Palace Hall of Kings was a gallery of all the kings who ruled throughout Eternia's history. The Hall of Kings contained portraits of such monarchs as King Elchon the Wise, King [illegible] the Bold, and King [illegible] the Strong.
- The Royal Palace Library held an endless supply of books and was often a good point of reference for the heroes in their undertaking of a mission. Its shelves contained all the lore and knowledge of the people of Eternia, alongside records of their great scientific discoveries and inventions. Professor Gruntlet was in charge of the archives.
- The Royal Palace kitchen was big enough to prepare the meals that were expected by the king and queen of Eternia when entertaining large gatherings of guests. It had the same exotic feeling as the other rooms in the palace and was adorned with all the cooking equipment imaginable. Chef Allen could often be found within the kitchen preparing a lavish meal.
- The King's Warehouse was where all the food supplies for the Royal Palace were stored. There was a particular section for upcoming meals and feasts. It was here that Orko's Sizzling Gobble Pie, which was meant for the king and queen, was stored before the unseen people, the Tyrons, broke in and ate it.
- Man-At-Arms' laboratory was a massive area within the palace dedicated to the skilled inventor. Filled with various computers, gadgets, vials and bottles of liquids, the lab served as a major workshop with all manner of scientific experiments being worked on for the Heroic Warriors. Whether Man-At-Arms was working with chemistry or geology, or inventing a new vehicle, robot, or weapon, it all happened within this fantastic laboratory. The Security Guard Robot built by Man-At-Arms guarded the laboratory's entrance. A talking machine would ask visitors for identification before processing that information and allowing or denying access. It at one time identified Orko as a pest.
- The Royal Palace hangar located at the very base of the Royal Palace housed all of the vehicles built and designed by Man-At-Arms and was situated in relatively close proximity to his laboratory. The hangar also acted as a repair bay, allowing the heroes to fix whatever issues affected their modes of transport. Because it lacked doors, the hangar allowed for instant access to the outside.
- The Royal Palace rock garden lay tucked away in a corner of the Royal Garden grounds. Here, Orko found a simple but beautiful piece of quartz and told Prince Dul of [illegible] that it had special powers, calling it the Star Crystal.
- The Royal Palace street market was a vast area of [illegible] [illegible] within the confines of the palace, lined with vendors selling everything from food to clothes to Magnetic Boomerangs. It was a center bustling with activity, and the local children would often run about and play games or sit in a circle and listen to the stories of the Storyteller.
- The Royal Zoo was located close to the Royal Palace and by all accounts was home to a plethora of animals. It contained Wolf Bats and even a dragon.

[illegible] MOTU MINICOMICS

The seat of monarchical power on Eternia, Eternos Palace was a beautiful stronghold located in Eternia's capital city. King Randor and his wife, Queen Marlena, ruled Eternia from within the walls of this magnificent structure.

[illegible] GOLDEN MOTU BOOKS

The Royal Palace of Eternia was home to King Randor, Queen Marlena, Prince Adam, Man-At-Arms, and Teela. In the Golden Books series, the palace differed in appearance and seemed to have been constructed of bricks.

The beautiful palace grounds served as training fields for Eternia's mighty warriors.

The Rainbow Hall was a room in the Royal Palace which served as King Randor's conference room, where he would convene meetings of his hand-picked council.

[illegible] LADYBIRD MOTU BOOKS

The Royal Palace of Eternia was a beautiful seat of power ruled by King Randor and Queen Marlena and the home of their only son, Prince Adam. The structure appeared to have been built within a mountain in the Ladybird Books continuity. The exposed part of the palace was white, with many towers, while the main entrance leading to the palace bore a golden eagle on its archway.

The palace had private apartments for its various inhabitants. At the topmost turret of the Royal Palace was the location where all the ancient books and maps were stored. Unlike in most other continuities, the version of the palace was not the home of the Heroic Warriors.

[illegible] UK WORLD MOTU ANNUALS

Ruled in this continuity by King Miro (Randor) and Queen Marlena, the Royal Palace of Eternia was a beautiful place. Their son, Prince Adam, took residence there as well, as did Man-At-Arms, Prince Adam's bodyguard Teela, and Gwildor [illegible], the Royal Court Magician.

It was located in the city of Eternia and had been the seat of the Eternian government for many centuries. The Royal Palace of Eternia also served as the barracks of the Eternian Royal Guard and the Heroic Warriors.

The palace contained private apartments that were provided to the people who worked at the palace. Other locations within the Royal Palace of Eternia included the throne room, Great Hall, Rainbow Council Chamber, Royal Gardens, training grounds, battlements, courtyard, and the [illegible] hall.

[illegible] GERMAN MOTU AUDIO PLAYS & [illegible] GERMAN INTERPART-CONDOR MOTU COMICS

The Royal Palace was located in the center of the Capital City of Eternia in the German audio plays and Interpart-Condor comics.

[illegible] MARVEL STAR MOTU COMICS

The Royal Palace in the Star comics canon was identical in appearance to its Filmation counterpart and was home to the Royal Family of Prince Adam, King Randor and Queen Marlena. Teela and Man-At-Arms also resided at the palace, where they would make ready to battle the forces of evil on Eternia.

[illegible] UK MOTU COMIC MAGAZINES

The Royal Palace of Eternia City was the home of Eternia's rulers, King Randor and Queen Marlena, and Prince Adam. Man-At-Arms, Teela, Cringer and Orko also lived in the palace, which was defended by trained Royal Guards under the leadership of Teela. Eternia City was the ruling capital of the planet Eternia.

and was a powerful kingdom where the people greatly respected their rulers. Most of the Heroic Warriors of Eternia also lived in the Royal City.

The Royal Palace was the site from which many of He-Man's adventures began. Skeletor and Hordak would frequently make attacks on the Royal Palace, so it was important for the Heroic Warriors of Eternia to remain vigilant, ready to counter any of these assaults. As the Royal City was under constant guard, Skeletor occasionally managed to enact schemes to enter the palace covertly in disguise. The palace also contained a teleportation chamber in Man-At-Arms' quarters, which the Heroic Warriors would use to teleport directly inside of Castle Grayskull.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Royal Palace was the seat of power for King Randor and Queen Marlena of Eternia. The throne room was their inner sanctum, and it was here that their son, Adam, revealed to them his secret identity as He-Man.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

In the later animated continuity, the Royal Palace of Eternos served as the seat of power and a home for King Randor and his Royal Family, rulers of the kingdom of Eternia in the planet's Light Hemisphere. It was built on a steep, rocky cliff to avoid attacks by foot. In the surrounding area were lush forests and waterfalls. Some of the domed towers bore a resemblance to the design of the Hall of Wisdom.

The palace hosted dignitaries representing other races of Eternia, who met with the king and queen in the palace's large throne room, as well as in the palace's highest tower where the first meeting of the Council of Eternia was held. Parties were also conducted in the throne room on special occasions, with entertainment provided by the royal jester Orko, and the jester Man-E-Faces. Robots created by Man-At-Arms served refreshments to visitors and were later seen carrying luggage for the king and queen as they departed from the palace for a vacation in a flying transport ship.

Eternos Palace overlooked the Evergreen Forest, with a large walled courtyard lined with huge statues dedicated to the Council of Elders. In the courtyard Man-At-Arms conducted battle exercises with Teela and Prince Adam. A giant chessboard covered in holographic game pieces provided additional entertainment for the Masters of the Universe. Below the palace lay the ruins of an ancient prison compound, built by the Council of Elders even in Eternia's past. Many of the doors were very tall and adorned with symbols of a horse-like animal with two tails and horns.

The Royal Palace was defended by the Masters of the Universe and an army of Royal Eternian Guards who fortified its ramparts and were armed with vehicles created by Man-At-Arms in his workshop, including Battle Hawks, Battle Tanks, and Dragon Walkers. A giant cannon positioned along the palace's walls was disguised as a tower.

The palace was assaulted on numerous occasions by Skeletor and his Evil Warriors, as well as Count Marzo, in their plots to overthrow the kingdom's rulers. The Snake Men made their own attempt on the palace at the end of their reign of terror, succeeding in destroying many of its buildings and holding its defenders prisoner for a short time, thanks in large part to their enormous snake deity Serpos. The palace also suffered extensive damage from the Spell of Separation, which created large storms that pounded the palace with destructive bolts of lightning.

2002 MVCREATIONS MOTU COMICS

The Royal Palace of Eternos was the kingdom where King Randor ruled with Queen Marlena and their heir, Prince Adam, located in the Eternian Light Hemisphere and guarded by high walls.

The exact materials used to build the kingdom were unknown but looked much like stone, concrete, and the like. There were many towers at the palace that could be seen far in the horizon, topped with golden domes and shimmering white walls. Surrounding the central city were smaller areas where Eternian citizens lived, which in turn were bordered by forests and lush jungles.

The palace contained many cisterns, work shops, and vehicles such as Dragon Walkers. Thanks to the open, spacious garden areas, one could also land directly at the palace in a Wind Raider. Royal Guards patrolled the palace grounds to keep the citizens safe. In case of fire, the Royal Firefighters were on call.

2003 MVCREATIONS MOTU FACE OF EVIL COMICS

Eternos Palace was the ruling citadel of King Randor of the kingdom of Eternia on the planet of the same name. The palace was a large structure with extensive grounds including an elaborate garden with fountains, a large ballroom, and the royal throne room. In addition to the king and queen, their son, Prince Adam, lived at the palace.

Randor hosted a celebration of the peace treaty signed between his allies, the kingdoms of [illegible] and Andreenos, but these festivities were interrupted by the Evil Warriors of Skeletor, who had infiltrated the palace with magical disguises. Prince Adam was able to sneak away and transform into He-Man without being seen, and he fought to keep the Evil Warriors at bay until the other Masters of the Universe could arrive to assist him.

2008 MOTU CLASSICS

Eternos Palace in the Classics continuity was the ruling citadel of King Miro in the planet Eternia's Light Hemisphere. Following Miro's imprisonment in [illegible], his eldest son, the half-Gar Prince Keldor, was denounced by the people. The accidental death of Miro's wife led his second born son, Randor, to exile Keldor from Eternos Palace, marking him the half brother's foe.

Keldor later became Skeletor, the Overlord of Evil, while Randor was named king in their father's place. Skeletor launched several attacks on Eternos, including using his henchman Beast Man to control an army of Shadow Beasts, which were ironically the creations of Count Marzo, the villain responsible for banishing Keldor's father to [illegible] in the first place.

Eternos also housed an extensive archive, from which the Snake Men descendant [illegible] learned about King Hssss and his army being locked in the Void.

Following Skeletor's successful coup to obtain King Randor's throne, he left Eternos Palace in ruins, but the palace was rebuilt and appeared intact fifteen years later when He-Man ascended to the throne after his father's passing.

2012 DC MOTU COMICS

The Royal Palace Eternos, with its distinctive domed roof, was the most recognizable building in the skyline of Eternos, capital city of Eternia and home to the Royal Family.

Eternos was home to many affluent Eternian citizens, and many more wanted to journey there in search of wealth and power. This also made Eternos a prime target for those with evil intentions, and it was the first place to fall to

IMAGE COURTESY OF DC COMICS

both Skeletor and the Evil Horde after the capture of Castle Grayskull.

After a victorious battle, Adam was able to reclaim Eternos just before the Fright Zone infiltrated the city. But long gone were the glory days of the capital. Burning and largely in ruins, Eternos was a shell of its former self. However, by recapturing the symbol of Eternian strength, Adam and the Masters hoped to take down Hordak and his Evil Horde.

SEE ALSO: ETERNOS
[illegible]

ROYAL PALACE OF TARN

[illegible] DC WORLD MOTU ANNUALS
The Royal Palace of Tarn was located on an island in the middle of a huge lake in the kingdom of Tarn, which neighbored the kingdom of Eternia. A causeway that led from the island to the mainland was so heavily guarded that no stranger could possibly get in without alerting the attention of a dozen guardsmen.

Queen Azeesa ruled her kingdom from the Royal Palace of Eternos, and her mother was the sister of King Randor's mother.

RUE-DAN

[illegible] MOTU CLASSICS
Rue-Dan was a cluster of stars located in the region of space between the planet Earth and the Horde Empire.

RURAL FARMHOUSE

[illegible] FILMATION POP ANIMATED SERIES
A broken, rundown farmhouse in a rural part of Etheria was found with a starving family inside, the result of harsh taxation by the Horde. The farmhouse had a sloping thatched roof and small stables attached to the back.

RUXTOWN

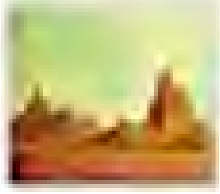
[illegible] FILMATION HE-MAN ANIMATED SERIES
The small village of Ruxtown was a rural colony located in the north of Eternia at the base of Mount Rygel. The naive and superstitious villagers lived in fear of a monster they called the Thygor.

SALINAS

FORMER NAMES
The Sunken City

[illegible] FILMATION POP ANIMATED SERIES
Salinas, also known as the Sunken City, was home to Mermista and her father, King Mercia. The Atlantis-like undersea city was covered by a dome and fortification in the Power Pearl, which was created when the oceans were formed and was the source of all the Mer-People's power. For this reason, "dry dwellers" were forbidden in the Sunken City.

SAND VALLEY



[illegible] FILMATION POP ANIMATED SERIES
Sand Valley was a lowland desert community and the site of Baron Considine's castle. Most of the community in Sand Valley was starving, due to Baron Considine's having stolen their food.

SANDS END

IMAGE COURTESY OF DC COMICS

[illegible] DC MOTU COMICS
Sands End was the name of a port town on the coast of the Eternian Sands of Time. This was where Adam and Teela, under the influence of Skeletor's memory-control spell, boarded a ship in hope of safe passage across the sea.

SANDS OF FIRE

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
A desert covered with sand dunes that fired large balls of flame into the air, the Sands of Fire were located in Eternia's Dark Hemisphere near the Ruins of Zalesia. The area was once covered in lush green forests, before Hordak invoked the Spell of Separation at the Well of Darkness, casting half of the planet into shadow and eventually destroying most of the region's plant life.

The desert covered nearly all of the city of Zalesia, aside from the Temple of the Ram Stone, which was accessible only with a magic incantation that caused it to rise from the sands. Man-At-Arms waged a desperate battle alone against Skeletor in the Sands of Fire, which were also the location used by the Elders to hide Count Marzo's magic amulet. In another encounter, the Masters of the Universe fought past the Evil Warriors to obtain the Essence of Ocean Island and were ordered by King Randor to bring the artifact to the Sands of Fire so they could destroy it.

[illegible] MV CREATIONS MOTU COMICS
The Sands of Fire were a hazardous area located in the Dark Hemisphere. Through them one could reach the outskirts of Snake Mountain. As the name suggested, the Sands of Fire were made up of mostly red-orange sand, with dunes that sent fireballs flying upward.

The Sands of Fire could be traveled by many means, such as riding a steed, but this was quite a journey, even with the mighty Battle Cat galloping at his fullest. He-Man opted to fly across the region on a Disk Rider.

[illegible] MOTU CLASSICS
In the Classics canon, the Sands of Fire were a desert region [illegible] with fire geysers, in the planet Eternia's Light Hemisphere. The Sands of Fire lay to the east of the Sands of Time and served as a gateway between the Light and Dark Hemispheres.

The disgraced wizard Nepthu wandered the Sands of Fire and other regions looking for the Temple of the Sun until he was an old man.

SANDS OF SOLITUDE

[illegible]

SANDS OF TIME

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

SAPPHIRE MOUNTAINS

[illegible] UK WORLD MOTU ANNUALS
The Sapphire Mountains were the peaks where the city of Avion resided.

SARNSCEPTER

Image courtesy of [illegible]

[illegible] DC MOTU COMICS
Sarnscepter was a market town on the Plains of Perpetua which the Horde destroyed using the Orbital Comptor during a brief battle between King Randor and Grayskull. The Horde was excavating, looking for an artifact of Grayskull buried for one thousand years beneath the ground at Sarnscepter. This was the same blue jewel which She-Ra finally got from the Sorceress after the Eternity War.

SARTORIUS

[illegible] [illegible] MOTU COMICS
Sartorius was a planet neighboring Eternia. Populated by peaceful people, this world was ruled for a long time by the Sartorian King Kamul. After Kamul's death, it was declared that the new king was to be determined in a huge tournament. After beating Skeletor in the finals and thus becoming the new king of Sartorius, He-Man handed the crown to Kamul's son, Prince Kamul. He-Man remained the custodian until the prince was old enough to become the new king a few years later.

SATMA'S CASTLE

[illegible] GERMAN MOTU AUDIO PLAYS
Satma's Castle stood in the Hyperspace realm. Based on Satma's own appearance, its structure had some similarities to Castle Grayskull but featured two horn-like towers that appeared to grow out of the skull-shaped façade. The castle emitted a reddish glow and served both as Satma's base and as a prison for the captured Stink Off and Mosquitor.

SCIENTISTS' LABORATORY

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Scientists' Laboratory was where Alcon, Gepple, Meldoc, and Krex did their scientific research. It was located in the underground city of Omax.

SCORPION HILL

[illegible] UK WORLD MOTU ANNUALS
The sinister underground palace of Scorpio. Scorpion Hill was located in the Etherian wastelands known as the Crimson Waste. It was a land that had turned foul due to the actions of the Evil Horde.

[illegible] FILMATION POP ANIMATED SERIES

Scorpion Hill was Scorpia's own personal refuge. Located within the desert known as the Forbidden Zone in the Whispering Woods region, Scorpion Hill was a mountain with a secret lair, from which Scorpia could ambush enemies and plot her attacks.

[illegible] MOTU CLASSICS
The Classics continuity described Scorpion Hill as the citadel from which the Scorpioid tyrant Scorpia ruled her desert fiefdom in the Crimson Waste on the planet Etheria. Scorpia joined the Horde after witnessing their conquest of the nearby kingdom of Bright Moon, but she declined to leave Etheria and her kingdom when the Horde departed to conquer Eternia.

SEA OF BLACKNESS

[illegible] DC MOTU COMICS
The Sea of Blackness was a location notable not only for its dark, turbulent waters but also for the fact that the sun never shone upon this area of Eternia. Mer-Man and his people dwelled at the bottom of this seemingly uninhabitable sea.

SEA OF DEMONS

[illegible] FILMATION POP ANIMATED SERIES
The Sea of Demons, which bordered the coastal village Seaworthy, was where the pirate Sea Hawk often sailed with his ship, the Solar Sailor.

SEA OF ETERNITY

[illegible] FILMATION MOTU ANIMATED SERIES
Located deep within the Mystic Mountains, the vast Sea of Eternity supplied the Vine Jungle and the Evergreen Forest with water. These two great forces of nature in turn supplied Eternia with the oxygen it required. Skeletor dammed up the Sea of Eternity to reduce the oxygen supply across the entire planet. His scheme was foiled by He-Man and the insect man Zeth, who was transformed into a humanoid form by the waters of the sea.

SEA OF RAKASH

[illegible] LADYBIRD MOTU BOOKS
The Sea of Rakash was one of the many seas on Eternia. It had wild and restless waters bordered by shores of broken and shattered rocks. A mountainous landscape surrounded the Sea of Rakash.

[illegible] MARVEL STAR MOTU COMICS
The vast Sea of Rakash was home to many strange creatures in the Star comics canon, including the giant Mossmoud, which vanished beneath the surface mere before He-Man invoked the Power of Grayskull.

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
In this animated continuity, when Hordak invoked the Spell of Separation at the Well of Darkness long ago, Eternia was racked with massive storms and earthquakes that would forever change the planet's geography. As a result, the vast Caverns of Rakash were flooded and would be known thereafter as the Sea of Rakash.

The sea became the home of Mer-Man, one of Skeletor's Evil Warriors, who retrieved the Cordite Crystal from the underwater region's deepest depths for his master, only to later steal it in an attempt to unlock its power and use it to fuel his own ambitious plans to conquer the Oceans of Eternia. Man-At-Arms took the crystal from him, only to be swallowed by the villain's giant fish creature.

Later, the Snake Men used the Tablet of the Elders to locate the Serpent's Rings, an artifact of great power hidden in the Sea of Rakash behind a stone etched with an image of the serpents' defeat at the hands of the Elders in ancient times. King Hiss and his serpent followers succeeded in battling past He-Man and the Masters of the Universe to obtain the rings, which they would use as a weapon in their plot to conquer Eternia.

[illegible] MOTU CLASSICS
The Sea of Rakash was the name of a large body of water on the planet Eternia that spanned the Light and Dark Hemispheres in the Classics canon. Rakash was the murky ocean domain of the Evil Warrior Mer-Man, until his kingdom was destroyed in a war with rival ocean clans. [illegible] Mer-Man sold his allegiance to Skeletor.

The sea took its name from the Caverns of Rakash on the supercontinent of Primeria, before the Spell of Separation changed the face of the planet.

SEA OF SARGON

[illegible] LADYBIRD MOTU BOOKS
The Sea of Sargon was a body of water covered by a forest of tangled poisonous weeds. Nothing could pass through or live in this part of the ocean, where the Asteroid of Power crashed and exploded.

SEA OF SIGHS

[illegible] MOTU CLASSICS
The Sea of Sighs was a body of water on the planet Eternia. The evil Aquatican animal Octavia served Hordak while stationed in the Sea of Sighs, although it was not revealed if the Horde actually held the sea, as Etherian leaders were notoriously unpredictable.

SEAWORTHY

[illegible] FILMATION POP ANIMATED SERIES
The coastal village of Seaworthy was home to [illegible] made their living as fishermen. The elves stayed close to shore until an apparent monster forced them further out to sea.

SECRET FIGHTER BASE

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
When the Mutants successfully invaded and occupied Primus, Master Sebrian created a ruse in which he led the Mutants to believe there was a hidden fighter base in the wilderness. In reality, no such base existed, and Skeletor and Flogg expended a lot of time and energy trying to locate it.

SECTION 8, LEVEL 19

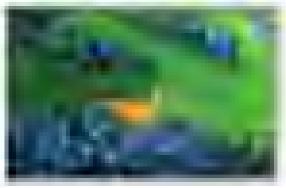
[illegible] UK WORLD MOTU ANNUALS
Section 8, Level 19, was the location on the *Prison Star* where Tri-Klops was imprisoned before he became one of Skeletor's Evil Warriors. This section was known for being the area where the most dangerous criminals were incarcerated, such as [illegible], who was also imprisoned there.

SELKIE ISLAND

[illegible] FILMATION MOTU ANIMATED SERIES
[illegible] Selkie Island was a place of both great history and great danger. The island was rich with vegetation and also featured large mountains. Selkie Island was once home to a beautiful city of fantastic structures, including many fountains. However, the island was also inhabited by many ferocious creatures.

SERENIA

[illegible] FILMATION POP ANIMATED SERIES
The beautiful and mystical valley of Serenia was the one place that kept all of Etheria in balance. If anything happened to the power in this valley, Etheria would be sideways in its orbit. Within the valley of Serenia and elegantly flowing river lay the temple of the Serenity Stone.



LOCATIONS

SERENITY STONE TEMPLE

[illegible] FILMATION MOTU ANIMATED SERIES

Situated within the valley of Serenia stood the Serenity Stone Temple, containing the Serenity Stone, the balancing point for all of Eternia. Inside the pyramid shaped temple were many large statues and an inner pyramid where the stone was held. The ghostly guardians of the Serenity Stone resided within the temple.

SERIFFIN DESERT

[illegible] UK MOTU COMIC MAGAZINE

The Seriffin Desert was a vast stretch of desert that was considered by many to be the most inhospitable place on all of Eternia. It was home to several nomadic tribes, as well as a rare species of savage desert dragon.

It was also the dwelling place of Man-E-Faces, who took refuge in the Seriffin Desert to live away from humanity after being cursed by Skeletor with a dangerous split personality. Man-E-Faces sought sanctuary in the desert to conduct solitary research into a cure for his condition, in safe confinement where his alternate personalities would not inflict harm upon others.

SERUS

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Serus was an underwater city on the planet Primus, and in the New Adventures cartoon canon it was the home of Captain Hydron of the Galactic Guardians.

SHADOW KINGDOM

[illegible] FILMATION MOTU ANIMATED SERIES

The Shadow Kingdom was home to many mysteries. Skull Path led into the heart of the Shadow Kingdom and to Duke Dearg's evil fortress.

SHADOW LAND

[illegible] UK MOTU COMIC MAGAZINE

The Shadow Land was a dark and quiet but generally peaceful stretch of barren land on Eternia, inhabited by the Shadow Folk. The underground tunnels beneath the Shadow Land were home to the Mole People.

SHADOW MOUNTAINS

[illegible] UK MOTU COMIC MAGAZINE

The Shadow Mountains were a dark, mountainous region where He-Man battled with Hordak's Monstroid machine.

SHADOW WEAVER'S SECRET LAIR

[illegible] UK POP COMIC MAGAZINE

Shadow Weaver used her magic to create a secret lair for herself, a dark, foreboding castle for her own private use. After Shadow Weaver cast a late spell, using an evil cloud to turn She-Ra's friends against her, She-Ra found her way to Shadow Weaver's Secret Lair and used the powers of her sword to destroy it.

SHADY GLADE OF DREAMS

[illegible] UK POP COMIC MAGAZINE

The Shady Glade of Dreams was located near the Forest of Skorns and home to lots of peaceful animals who loved She-Ra. When captured by Hordak and [illegible] one of She-Ra's supporters, Kowl, told him they were to be found in the Shady Glade of Dreams near the Forest of Skorns. However, he omitted the fact that this glade was filled with animal supporters rather than She-Ra's Rebellion comrades, resulting in the Horde Troopers searching the forest in vain for the Rebels.

SHAFT 13

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Shaft 13 was a mineshaft in the [illegible] Mine where He-Man agreed with Malloy to purchase [illegible] crystals.

SHERIFF'S OFFICE

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Sheriff's Office was the center of law and order in Zone City on Denebria. It was briefly occupied by Flipshot before the post of sheriff was taken over by [illegible].

SHRINE ON THE IRON MOUNTAINS

[illegible] UK WORLD MOTU ANNUALS

A shrine was located in the cold, windswept Iron Mountains. The monks that lived within the shrine worshipped an unnamed deity and never left their remote mountaintop home. Nobody had ever been up to the shrine and lived to tell the tale, for the mountain's face was very sheer, and those who tried to climb the mountain always fell to their deaths.

There was a legend that the monastic keepers of the shrine guarded priceless treasures, such as chalices, goblets, and jewelry that had remained safe from the hands of thieves in their care for centuries. The monks remained there alone in splendid isolation.

Skeletor planned to use his magic and henchmen to climb the Iron Mountains and take these treasures, in order to use the wealth to fund his fight against He-Man and the Masters of the Universe. As usual, Skeletor, Tri-Klops, and Beast Man failed when He-Man, Orko (Orko), and Stratos journeyed there to prevent Skeletor from accomplishing his scheme.

SHUTTLE PORT

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Primus Shuttle Port was a spaceport where the Galactic Guardians' Astromobs were docked.

SILAX

[illegible] FILMATION POP ANIMATED SERIES

The planet Silax was known to have the best hunters, trappers, and warriors in the universe. While they were not part of the Horde Empire and did not know much about the Horde, Hordak arranged to have one of their best, Hunter, come to Etheria to deal with She-Ra.

SILENT SEA

[illegible] [illegible] COMIC

Within the Land of Black Souls, the cursed city Mosquora rested on the ground of the Silent Sea. Its magical waters enslaved those who dived into them in Sorcerer. When He-Man activated a hidden mechanism within the city, the water flowed away, emptying the Silent Sea.

SILVER FALL

[illegible] GERMAN POP AUDIO PLAY

The Silver Fall was a magic waterfall located behind a large desert. Its magical water had healing powers and prevented Netossa from becoming blind. The waterfall was protected by the giant Drill, who claimed ownership of the Silver Fall.

SILVER RIVER

[illegible] UK POP COMIC MAGAZINES

The Silver River lay on the boundary between the kingdom of Bright Moon and the Fright Zone. It was one of Mermista's favorite locations on Etheria. She loved to play and frolic beneath its peaceful waters. It was the home of the peace-loving Siren Fish, which had the power to send strong siren calls that could penetrate solid walls.

When the Horde set up a Bitmex factory on the banks of the Silver River, its waters were polluted by the oil from the factory. Mermista was distressed at what the Horde were doing to one of her favorite places on Etheria, the home of her friends. Fortunately, the Siren Fish arose from the watery depths to defend their home. Emitting their powerful siren song, they were able to crack through the walls of the factory and bring the entire Bitmex Factory crashing down. Castaspella and the other Rebels then used a combination of magic and science to clean up the pollution in the water, and the Silver River was peaceful and safe once more.

SILVERGLADE

[illegible] FILMATION POP ANIMATED SERIES

Silverglade was the rumored home of a wizard who could grant courage. The road to Silverglade was fraught with danger, however. A Horde outpost, wild traveling salesmen with behemoth objections, and even the sheer distance were all daunting elements in reaching the area.

SINSAR

[illegible] FILMATION MOTU ANIMATED SERIES

Home to Emperor Rathar and his daughter, Princess Rallina, Sinsar was subject to the Council of Seasons. Every year the council would decide if the emperor was fit to rule for another year, and it was because of this tradition that the evil Hiroan snapped him to overthrow Rathar so that he might rule Sinsar.

SINGING RIVER

[illegible] FILMATION POP ANIMATED SERIES

In legend, it was the good king Jawel who taught the river how to sing. This was what the storytellers and bards, such as Bow, told the people of Etheria on their travels.

[illegible] GOLDEN POP BOOKS

The Singing River was the most well-known and the largest river on the planet of Etheria. In the Golden books canon it stretched from coast to coast on the western continent. The calm and peaceful river flowed through the home of the Great Rebellion, the Whispering Woods.

[illegible] UK WORLD POP ANNUALS

The largest and longest river on the planet of Etheria, the Singing River ran through the Whispering Woods.

SINGING RIVER GORGE

[illegible] FILMATION POP ANIMATED SERIES

The Singing River flowed at the bottom of an Etherian gorge, which could only be crossed by an old wood and rope bridge. It was only a matter of time before the old bridge gave way, and when a little girl named Laura attempted to cross the gorge in order to enter the Whispering Woods, the bridge collapsed. Fortunately, Bow and She-Ra were nearby to save her.

SINISTER SWAMPLANDS

[illegible] UK MOTU COMIC MAGAZINES

The Sinister Swamplands were inhabited by savage beasts, including the Gargator and the Swamp Beast. This dark, swampy area was the site of one of the tests Orko was subjected to by the magician Zandar, in order to prove his worth as a wizard.

SINK OF BONES

[illegible] GERMAN ORIGINAL MOTU COMICS
The Sink of Bones was a valley filled with the carcasses of many dinosaurs. No man could survive more than one day within its dry expanse. When Skeletor destroyed Eternia's Great Dam, the heroic Defenders diverted the water flow into the Sink of Bones, thus turning it into a large [illegible].

SINZI MOUNTAINS

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Sinzi Mountains were an area on the planet Zil where the planet's fossil fuel was grown.

SIXTH DIMENSION

[illegible] FILMATION POP ANIMATED SERIES
The Sixth Dimension lay beyond time and space and was the realm where Shadow Weaver sent She-Ra before Madame Razz, Broom and Kowl could save her. Within the cavernous Sixth Dimension were strange screaming pink ghosts and the mysterious Sallasar.

The only way out of the Sixth Dimension was to pass the challenging three doors created by Sallasar or by way of an ancient lost glowing book, presumed to be in the library of the Valley of the Lost.

SIZZLING DESERT

[illegible] UK POP MAGAZINES
The Sizzling Desert was a vast expanse of land on the planet Etheria and the location of the fabled Pool of Beauty.

SKELETON ISLAND

[illegible] GERMAN ORIGINAL MOTU COMICS
During a journey, the Heroic Defenders stumbled upon a mysterious island without any plant life. They soon discovered a secret base of the Demons of Evil underneath the surface, surrounded by the countless bones and skeletons of gigantic creatures. As the heroes escaped, Skeletor accidentally activated the self-destruct mechanism, destroying the entire island.

SKELETON MOUNTAIN

[illegible] GERMAN ORIGINAL MOTU COMICS
Located near Snake Mountain, the Skeleton Mountain was a small hill entirely made of bones. There, the Demons of Evil summoned the Power of all Beginnings to carry Castle Grayskull into the Swamps of the Nether Regions.

SKELETOR'S CHAMBER

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Skeletor's Chamber was his personal quarters on Moon Nordor.

SKELETOR'S DIMENSION

[illegible] FILMATION MOTU ANIMATED SERIES
Strange imagery was abundant in Skeletor's Dimension, where waterfalls would flow upward and trees grew upside down. As this dimension was the exact reverse of Eternia, Skeletor was more powerful than the heroes and could control Castle Grayskull, having transported it to his dimension via the White Hole.

SKELETOR'S FORTRESS

[illegible] FILMATION MOTU ANIMATED SERIES
Built by the Ape Clan in Eternia's distant past under the command of a time-travelling Skeletor, this fortress was an imposing sight with high walls, turrets, and ramparts. The fortress was erected on the exact spot where Castle Grayskull would one day be built and primarily housed the Wheel of Infinity.

SKELETOR'S SECRET LAIR

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Skeletor's Secret Lair was a large cavern on Primus, which he and Slush Head briefly used when they attempted to take control of [illegible]'s magical paintings.

SKELETOR'S UNDERGROUND BASE

[illegible] UK MOTU COMIC MAGAZINES
Skeletor set up an underground base beneath the Shadow Lands, where he enslaved the Mole-People and forced them to dig a tunnel through to the Royal City so that he could attack from below. He-Man and Man-At-Arms located the underground base and foiled the villain's plan, setting the Mole People free. Skeletor abandoned the base and fled the scene.

SKELETOR'S UNDERGROUND WORKSHOP

[illegible] LADYBIRD MOTU BOOKS
Skeletor's Underground Workshop was located deep underneath Snake Mountain. It was within this workshop that Skeletor's minions, the Skeltons, constructed all of the vehicles and inventions that the evil Lord of Destruction used to try to defeat He-Man and gain access to Castle Grayskull.

SKO RIVER

[illegible] KELLER POP MAGAZINES
The Sko River was a body of water located on Etheria. Skeletor once disguised himself as a lost traveler and asked He-Man to show him the way to the Sko River.

SKULL MOUNTAIN

1984 GERMAN INTERPART-CONDOR MOTU COMIC
Deep within the Cavern of the Defiled Ones rested Skull Mountain. It was made from the bones of the Prophets of Good, who were banished to hell after they sided with evil.

When Skeletor summoned the Defiled Ones, Skull Mountain came alive and reassembled into skeleton warriors. Dispatched to kill He-Man, the skeletons reassembled themselves when destroyed, and were able to shoot hellfire rays out of their eyes. Skull Mountain crumbled to dust when He-Man shut down the gate to hell within the Cavern of the Defiled Ones.

SKULL PATH (I)

1985 FILMATION POP ANIMATED SERIES
Skull Path, leading to the Shadow Kingdom, was a dangerous trail lined with innumerable bones and skulls of animals, humans, and other creatures of every sort. A great gate led travelers onto the path, and it was not uncommon to get the feeling that the skulls themselves were watching you.

SKULL PATH (II)

[illegible] MOTU CLASSICS
The Skull Path was a valley flanked by two mountains, leading to a skull-shaped edifice in the Horde-occupied territory of the planet Etheria. The Skull Path was close to the Dark Edge, which marked the eastern border of the Horde's occupied territory.

SKY MOUNTAIN

[illegible] UK MOTU COMIC MAGAZINES
Sky Mountain was a high peak where Prince Adam and Man-At-Arms engaged in one of Eternia's newest sports, cliff diving. Special conditions in the crater below the mountain made the air around Sky Mountain so dense that it would support the divers and prevent them from falling, allowing them to effectively swim in the sky.

He-Man made use of the air around Sky Mountain to defeat one of Skeletor's schemes after he set a giant-sized Kobra Khan loose on Eternia. Khan would shrink back to normal size when out of contact with Eternia's surface, so He-Man lured him toward Sky Mountain in order to make him trip over the edge and then trapped him in the dense air, causing him to return to normal size.

SKYDANCER MOUNTAIN

OTHER NAMES
Sky Dancer Mountain

[illegible] FILMATION POP ANIMATED SERIES

Sky Dancer Mountain was the sheer summit crowned by the Crystal Castle. It was thought to be impossible to scale, but Adora was able to climb the mountain to seek the help of Light Hope.

[illegible] POP MINICOMICS
Skydancer Mountain was a magical mountain peak on Etheria. In the minicomic continuity, the Crystal Castle could be found at its summit, high above the clouds.

[illegible] UK WORLD POP ANNUALS
Skydancer was Etheria's tallest mountain, reaching so far into the sky that the summit was not visible from the ground. High on top of the mountain stood the Crystal Castle.

SKYLAND OF WILDBLOSSOM

[illegible] FILMATION POP ANIMATED SERIES
A floating island, Skyland of Wildblossom was home to the flying tree creatures known as Skyrealers. With their home dying, they had to find another Skyland before it was too late. When the creatures saw Swift Wind, they brought the flying horse and She-Ra to their home and, after a brief miscommunication, She-Ra was able to relocate the creatures to a new Skyland.

LOCATIONS

SLAVE CITY

MOTU CLASSICS
Slave City was a metropolis located in the northern crown of Preternia's Snake Territory. It was located very close to the border with the Dragon Territory and contained a large central arena. The city disappeared after the Spell of Separation reworked the Eternian landscape. It appeared to have been submerged under the Sea of Rakash.

SLAVE PITS

FILMATION POP ANIMATED SERIES
The unseen Slave Pits were located on the Horde's base of operations on Horde World, overseen by Horde Prime.

SLIME PIT

MOTU MINICOMICS
The Slime Pit was a gruesome structure located at the bottom of Hordak's dark domain on Eternia. It was a thing so terrible that it could only have been hatched from evil. The pit consisted of a slime-filled basin, two vertical stone columns and a central brick wall adorned with Hordak's repugnant image. An ornate horizontal pillar lay across the top of the wall, supporting an ugly skull reminiscent of a dinosaur's. A large, bony claw held victims in place within the pit.

The most horrific feature of the Slime Pit was, of course, its gooey slime. Pouring from the gaping maw of the dinosaur's skull, the fluid slime turned its victims into mindless slaves compelled to do Hordak's bidding.

FILMATION POP ANIMATED SERIES
The Slime Pit was used against prisoners to sap their energy. It was situated in Beast Island within a pit lined with the bones of the strange animals from the island. The vat of slime was fuelled by the prisoners but [illegible]

MARVEL STAR MOTU COMICS
In the Star Comics canon, the Slime Pit was the most terrible torture chamber imaginable, used by the Horde for dumping boiling slime upon their enemies.

UK MOTU COMIC MAGAZINES
The UK comics continuity described the Slime Pit as a deadly trap set up by Hordak, in which he would imprison unwilling victims and drench them in the Slime of Evil, which would turn them into mindless Slime Monsters who would then obey his every command. Hordak obtained the Slime of Evil from a network of swirling tunnels beneath Eternia's surface and brought it to his base in the Fright Zone, where he had built the Slime Pit. He used the Slime Pit first as a means to make He-Man his slave, and later to create an army of Slime Monsters to invade the planet [illegible].

GERMAN CONDOR MOTU COMICS
In the German comics canon the Slime Pit was a sacrificial altar located near the Evil Horde's Fright Zone. In order to please the powers of evil, a victim was held tight in the pit's large hand while green slime ran out of its head, probably to suffocate the offering.

SLIME ROOM

1985 FILMATION POP ANIMATED SERIES

Inside the Fright Zone, Hordak assembled various creatures for placement's use in his further conquest of Etheria. His Slime Room used a catwalk suspended over vast bubbling slime, where tentacles would creep out of the ooze and ... about among the slime were Bog Waddlers, Slime Snappers, Swamp Crawlers, Howlers, Creepers and Slopeners. There were even artificial ... created by Horde scientists.

SLIME SWAMP

1983 GOLDEN MOTU BOOKS

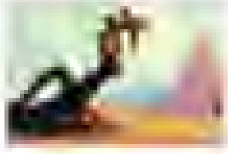
The Slime Swamp was the vile swampland located on the Dark Side of Eternia. It was in this swamp that Mer-Man held the ... Lady ... prisoner within the Crystal Bubble.

SLOUGH OF DESPOND

1985 GOLDEN MOTU BOOKS

The Slough of Despond was a fearsome and dangerous swampland located on the planet of Eternia. Terrible beasts and flesh-eating plants were native to these nasty, slimy swamps.

SMALL OAK



1985 FILMATION POP ANIMATED SERIES

The area of Small Oak was the location of a Horde research facility where they were testing a weapon capable of ... their enemies.

SMOLDERING VOLCANO

1986 UK POP COMIC MAGAZINES

The Smoldering Volcano lay to the north of the Fright Zone.

SNAKE LAIR

MOTU CLASSICS

The Snake Lair was the home of Lady Slither on Trolla after the Unnamed One sent her there to ... the Obelisk's Temple of Power. Lady Slither's Revenge Squad returned to her in the Snake Lair after each of their defeats at the hands of the Defenders of Trolla.

LOCATIONS

SNAKE MOUNTAIN

TITLES
Stronghold of Skeletor

OTHER NAMES
Castle Dragonsclaw
Temple of Serpos

1983 FILMATION MOTU ANIMATED SERIES

Snake Mountain was Skeletor's imposing headquarters, made of stony, vine-like peaks with an enormous stone snake wrapped around them. The snake's open mouth served as one of the few access points and as a lookout location. On one side was a landing area for vehicles before a red waterfall known as Blood Falls. The fortress was built by Skeletor with the information he obtained from the Golden Disks of Knowledge. On one occasion Skeletor introduced a giant blue snake to the Alien, implying it was the reason why he called the base Snake Mountain.

Snake Mountain incorporated many mystical and technological features. A seismograph-like device could measure magical power surges over great distances, from as far away as the Royal Palace. A large screen was positioned near the ceiling inside the mountain, allowing Skeletor to project his images to anyone inside. The throne room boasted a throne made of bones and a transport beam that Skeletor used to send out his Evil Warriors and return them immediately to Snake Mountain.

At the foot of Snake Mountain was a garbage dump where everything from food scraps to broken machine parts was discarded.

Deep beneath Snake Mountain were vaults where Skeletor stored treasures he had accumulated over the years. Each vault possessed a thick door with a lock. One vault contained fake copies of the Golden Disks of Knowledge.

1983 MOTU MINICOMICS

In the minicomics, Snake Mountain was portrayed in both the spirit of its toy design as well as its animated appearance. In some instances, Snake Mountain had a purple coloration with a demonic face leering from its stony façade. At

other times, it was a dark mountain peak with a large serpent wrapped around it. It was full of terrible dangers and traps. Long ago, it served as King Hiss's lair—until he and the Snake Men were trapped in a pool of energy deep within the catacombs beneath the mountain. In present day Eternia, Skeletor hatched his twisted schemes from within the ancient fortress.

1985 GOLDEN MOTU BOOKS

In the Golden books, a mystic pool was located in Snake Mountain that Skeletor used as one would a crystal ball. It allowed him and his minions to observe events occurring across Eternia and was magically connected with the Spy Bats.

1985 LADYBIRD MOTU BOOKS

The Ladybird books showed Snake Mountain connected to an active volcano which the Skeletons used as a smithing forge.

1988 GERMAN MOTU AUDIO PLAYS

Snake Mountain, also known as Castle Dragonsclaw, was the headquarters of Skeletor and his Monster Warriors, including the Snake Men as well as the Evil Horde before their departure into the Fright Zone. Here, Skeletor built his evil machines and experimented within his

laboratory. Several Primus peasants were held captive in Snake Mountain's dungeon cells before He-Man [illegible] their release during a short-lived alliance with the Lord of Evil.

When Skeletor conquered Eternia and declared himself king of Eternia, he abandoned Snake Mountain and only left Spydor and Fisthot as guardians there. The Renegade Masters of the Universe took it as their new headquarters and shut down its many secret entrances. Snake Mountain was eventually destroyed almost completely by Skeletor and his warriors, who had been tricked by Man-At-Arms.

1984 GERMAN INTERPART CONDOR MOTU COMICS

In the German Condor comics, Snake Mountain was also referred to as Castle Dragonstone. The heroes spent a great deal of time in search of it, for it was said that if Snake Mountain fell, so too would evil on Eternia. Although the heroes thought one time that they had finally discovered Skeletor's base, it turned out to be an ordinary mountain. Snake Mountain was a frightful place filled with magic and other defense systems.

1983 FILMATION MOTU ANIMATED SERIES

The Filmation series established that Snake Mountain had been a base of operations for Hordak and the Horde years ago. After Adora was kidnapped, Hordak fled Eternia, and Skeletor adopted it as his own stronghold.

1986 MOTU NEWSPAPER STRIPS

The newspaper strips established that Snake Mountain and Castle Grayskull were yin and yang; if one fell, so too would the other.

1986 UK MOTU COMIC MAGAZINES

In the UK comics, Snake Mountain was created by the Snake Men centuries ago by infusing a mountain with evil energy. When they were defeated and banished by the Elders, the mountain was covered up with rock, giving it the appearance of a normal mountain.

Years later, when Skeletor emerged on Eternia, he sensed the presence of evil magic within the mountain and used his magic to clear away the rubble. He adopted the ancient fortress as his own base. As the threats he faced grew to include both the Heroic Warriors and the Evil Horde, he upgraded its defenses considerably. Initially resembling the Filmation version, since Skeletor upgraded the mountain's defenses, it took upon the appearance of the toy version.

Skeletor spent most of his time in his private quarters in Snake Mountain while his minions occupied most of the rest of the stronghold, awaiting his orders.

The catacombs beneath Snake Mountain were full of many artifacts collected by Skeletor over the years. It was here, too, that the Cosmic Pool was to be found. When King Hiss and the Snake Men were freed from their imprisonment, they occupied the underground tunnels beneath and the surrounding land, which were connected to Snake Mountain.

1987 GERMAN EHAPA MOTU COMICS

In the German Ehapa comics, Snake Mountain was always shrouded in fog. The Doom Room could be found deep underneath it.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The history of Snake Mountain presented by the MYP series was very different, though it did draw inspiration from earlier canons. Snake Mountain was the enormous hollowed shell of the snake deity Serpos, who was imprisoned over a volcano in the Dark Hemisphere long ago. The mountain was named by King Hsss, who took residence in the shell and transformed it into an impregnable fortress. When King Hsss was defeated, he and his Snake Men were imprisoned in the Void, located in a chamber beneath the mountain.

Snake Mountain was later used by Skeletor and his Evil Warriors. Many other chambers were carved into the mountain's stone, including a throne room with surveillance technology, a workshop for Tri-Klops, prison cells, and a bestiary for Beast Man. Later, a chamber was added for a Slime Pit used by Skeletor to create minions to bolster his forces. Yet another chamber deep under the mountain contained a large pillar decorated with stone snake heads and was used by Skeletor to conduct secret meetings with members of the Council of Evil.

Snake Mountain possessed many secrets unknown to Skeletor, some of which were revealed by King Hsss when the Snake Men were released from their imprisonment. These primarily consisted of parts of the mountain transforming into living snakes.

2008 MOTU CLASSICS

With the demon face of Ka buried into its right and wrapped in the stone coils of Serpos, Snake Mountain was once the temple of the Snake Men. It became the secret location of the Sword of the Ancients, hidden there by the elder Rapier after the Great Wars. Over time, only the most evil villains ventured into Snake Mountain, but none since King Hiss himself would dare to call it home until Skeletor. Later Snake Mountain became Skeletor's home base as in other canons. When Hordak invaded Eternia, he attacked the fortress and soon destroyed parts of it when he usurped the throne of Eternia from Skeletor. Later, after Skeletor defeated Hordak and left Eternia, the Evil Warrior Jitsu became the new lord of Snake Mountain in his place.

[illegible]

[illegible]

2012 DC MOTU COMICS

Snake Mountain had been Skeletor's base until he was banished to the Netherworld. When the Horde took control of Eternia, it became a base for the new Sorceress Teela, and her Snake Men followers, as well as the heroic Masters of the Universe.

SNAKE PIT

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Snake Pit was a portal located beneath Snake Mountain, from which Kobra Khan and Evil-Lyn released the Snake Men after they had been imprisoned in the Void by Zodak and the Council of Elders. Kobra Khan's mystical artifact with a snake symbol could open the Void, and after Zodak sealed it again, only his staff could unlock the Snake Pit.

SNAKE TERRITORY

2008 MOTU CLASSICS

The Snake Territory was the quadrant of Preternia controlled by the Snake Men during the Truce of the Three Towers. This territory included Viper Tower and the Temple of Serpos, as well as several settlements. The Snake Men lost their territory after the truce was broken and the Great Wars resumed, culminating in the Ultimate Battleground. After the Spell of Separation changed Eternia's landscape, much of the former Snake Territory thereafter resided in the planet's nearly unsettled Dark Hemisphere.

SNAKE TONGUE PASS

1985 FILMATION POP ANIMATED SERIES

Snake Tongue Pass was a canyon known for its rocky terrain. When Shadow Weaver and Skeletor plotted against Hordak, Skeletor was able to collapse the sides of the pass around the Horde fleet.

SNAKEQUARTERS

1986 UK MOTU COMIC MAGAZINES

The Snakequarters was a series of underground caverns used by King Hiss and the Snake Men as their base after they were freed onto Eternia by Skeletor. These caverns were connected to Snake Mountain by a tunnel network, which made it easy for King Hiss and his henchmen to access Skeletor's lair.

However, as neither Skeletor nor King Hiss trusted one another despite their alliance, the connection between the two bases was more commonly used for the purposes of spying. King Hiss only intended the Snakequarters to be a temporary headquarters, for he hoped to regain his old command tower, Viper Tower, and work from there. But when Viper Tower was recovered, the Snake Men were driven from that fortress by He-Man and the Heroic Warriors, who took it as their base instead.

SNAVE

1986 UK MOTU COMIC MAGAZINES

Snave was the technologically advanced world which the Heroic Warrior Sy-Klone originated from, a planet on which humans and robots had learned to live in perfect harmony. When Sy-Klone was a human athlete called Dash-Shel, he was known throughout Snave as the fastest runner on the planet.

When the Horde invaded Snave, Dash-Shel made a stand against the evil forces and became known as "the Rebel." When a Horde attack on Dash-Shel fatally injured him, his father Thorn-Shel, the greatest robotics engineer on Snave, saved his life and gave the universe a new hero by converting him into the "human tornado," thereafter known as Sy-Klone. Thus empowered, Sy-Klone led the rebellion on Snave and drove the Horde from the planet so that it could live in peace once again. While Sy-Klone relocated to Eternia to join the Heroic Warriors in their battles against the Horde, his heart remained bound to Snave, and he intended to return there once the Horde had been defeated once and for all.

2013 MOTU CLASSICS

Snave was a small grey planet located inside the Despondos Dimension, just outside of the Horde Empire's space. The fact that Horde occupied territory entirely surrounded Snave suggested that the planet was under some form of protection or had proved to be either too difficult or too irrelevant for the Horde to go to the trouble of conquering.

SNOW CITY

1984 UK MOTU ANNUALS

Snow City was the main settlement located in the Snow Mountains. In Snow City, King Ogar ruled the Snow Mountains from within his snow-covered palace.

SNOW MOUNTAINS

1986 UK MOTU ANNUALS

The Snow Mountains were a large polar area on Eternia, ruled by King Ogar from his palace in Snow City.

SOLAR TOWER

1986 UK MOTU COMIC MAGAZINES

The Solar Tower was a flying fortress which Hordak forced the enslaved Cat Folk people to build for him, powered by energy from the sun. Hordak used the Solar Tower to make an aerial assault on Castle Grayskull, chaining his Cat Folk captives to the exterior of the tower so as to prevent the Heroic Warriors from firing at it, as he knew they would not endanger innocent lives.

He-Man, Mekaneck, and Sy-Klone attempted to reach the tower to stop Hordak's scheme but were outwitted by [illegible], who doomed their powers every time they attempted to do so. Eventually Sy-Klone managed to use his spinning powers to propel them up to the fortress via air currents. The heroes forced Hordak to flee and released his captives. They flew the fortress back to the Cat Folk Village where He-Man and his comrades allowed the Cat Folk to keep the Solar Tower as their new source of light and heat.

SORNTECH'S LAIR

OTHER NAMES
Machine Mountain
Cavern of Wonders

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Sorntech's Lair lay in the cavernous ruins of a tower housing the Engine, a device he invented with the intention of providing an unlimited energy source to the people of Eternia long ago. The device was stolen by Plathina and his warriors, who used it to power an army of war machines. The Engine overloaded, the army in an explosion that also destroyed the tower, leaving behind tremendous mounds of discarded machines and debris. Akin to an enormous junkyard, these ruins were infested with huge metallic creatures that survived the explosion.

Inside the tower's remains stood tall-sided [illegible] and machine parts, strewn about [illegible] lined with flashes of phosphorescent light. Sorntech was bound to the Engine, which powered the equipment which had sustained his life since the explosion left him badly injured. When a [illegible] impaired the Engine's energy flow, the inventor sought the aid of Eternia's most powerful beings to help repair the damage.

SORTON SPACE BASE

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Sorton Space Base was home to the peaceful Mytes on the planet Mynos.

SPACE FORTRESS

[illegible] UK MOTU COMIC MAGAZINE
The Space Fortress belonged to Scrollos, the chronicler of the battles between good and evil on Eternia. It was from this fortress in the depths of space that he observed everything which took place on Eternia and recorded the battles and adventures of both good and evil forces on his computer system for preservation.

SPELEA KINGDOM

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The underground kingdom of Spelea was the home of the bat-like Speleans in Subternia. Spelea appeared to be a vast cavern filled with luminous orbs. It also contained a great forge where the Speleans crafted steel weapons to defend themselves from the neighboring Caligars.

[illegible] MOTU CLASSICS
The Spelea Kingdom was home to the bat-like Speleans, ruled by Lord Dactus in Eternia's underground world of Subternia. The kingdom was accessible through a large gate built beneath and opening onto the surface in the Light Hemisphere. Spelea was also connected to a passageway left over from the Lost City of the Ancients, which led to the secret Subternia Gate of Castle Grayskull.

After Dactus and his people joined Randor on the surface to fight during the Great Unrest, they returned to find their underground kingdom in ruin. The Speleans chose to blame the Caligars, who likewise blamed the Speleans for their own devastated homeland. The two races remained in conflict for years until Randor convinced them to put aside their rivalry and join his alliance against Skeletor and the Snake Men.

SPYDRA'S CASTLE

[illegible] FILMATION MOTU ANIMATED SERIES
One of Eternia's most eerie buildings, Spydra's Castle was both threatening and wretched in appearance. Within its walls were many different rooms in which Spydra would store her magical items.

STAR GATE

[illegible] MARVEL STAR MOTU COMICS

Used by the Evil Horde to invade Eternia, the Star Gate was a massive dimensional portal large enough to transport an army. However, if the machine controlling the gate was destroyed or malfunctioned, the gate could be compromised and send people through hyperspace. This could expose the traveler to uncontrolled cosmic energy, blasting them across the galaxy to an unknown time or place in the universe.

STARBAND

[illegible] UK MOTU COMIC MAGAZINE
The Starband was a small cluster of worlds in what the Eternians called an "untamed, distant outlands of space that's ever been seen." Rio Blast, a young lawmaker, took it upon himself to install law and order in the Starband and trained himself as a warrior, founding the Starband Marshals and becoming the Starband's leading lawman and defender.

The Starband Marshals' law and order soon began to restore peace in the planetary cluster, whose greatest criminals were imprisoned on the Astro-Jail traveling above the planets.

STATION BLUE FOUR

[illegible] MOTU NEWSPAPER STRIPS
Station Blue Four was a large space station located near the planet Primus. Because Station Blue Four existed outside of Primus's Vibronic Shield, Flogg targeted Blue Four and attacked it using several drone ships.

STATION ZETA

[illegible] FILMATION MOTU ANIMATED SERIES
Station Zeta was Eternia's foremost research laboratory, a modern facility located within an old fortress in the mountains. Inside the facility, secret research took place, such as the invention of the Remote Controlled Drilling Machine.

STATIS TOWER

[illegible] UK MOTU COMIC MAGAZINE
The Statis Tower was built by the evil forces of Eternia under the instruction of Hordak Prime, in an attempt to drain the plasma from the core of Eternia. Within the tower was a powerful drill that would drill toward the core of Eternia and extract the plasma, which the tower would send into orbit around Eternia to be collected by Hordak Prime's ship. The plasma was imbued with the natural magical energy of Eternia, and Prime's operation would have resulted in the destruction of the whole planet and the empowerment of his own evil force.

He-Man, Stratos, and Buzz-Off managed to discover the evil forces' scheme and destroyed the Statis Tower before the plan could be put into action.

STILLA

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The village of Stilla was the home of the yeti-like Fisto(?) people in the Ice Mountains, where they mined rich deposits of the rare Eternium ore.

[illegible] MOTU CLASSICS
Stilla was a large frozen city in the Ice Mountains of Eternia's Light Hemisphere. The Evil Warrior [illegible] hailed from the outskirts of Stilla.

STONE CITY

1987(?) FILMATION MOTU ANIMATED SERIES

The legendary Stone City, long lost in the Vine Jungle, was home to a great treasure: the very people of Stone City themselves. These ancient people transformed into stone statues when their combat skills were no longer needed. The people of Stone City could be revived from the great sleep of stone by the Life Bringer machine through their leader Oscar.

STONE DESERT

1986 GERMAN INTERPANI-CONDOR MOTU COMICS
When Webstor kidnapped Prince Adam, Skeletor brought both to his hideout within the Stone Desert. As the desert was filled with large rocks resembling bones, Skeletor had built his secret base inside one of these rocky structures.

STONE HALL

1986 GERMAN INTERPANI-CONDOR MOTU COMICS
Deep within Castle Grayskull was the Stone Hall, a large room filled with floating rocks. It was forbidden for these stones to [illegible] moved, as they represented the course of time itself. Using the power of the stones enabled the user to open a gateway to other times.

When Evil-Lyn pretended to be Zoar and convinced He-Man to move a rock, his action changed the stream of time, causing the Masters of the Universe to slowly dissolve. They were saved when the Sorceress got back her powers and succeeded in moving the correct stone back to its original place, effectively repairing the time stream.

STORMWORLD

1986 UK MOTU COMIC: *Rainfire*
The Stormworld was the dimension inhabited by Climate the Weather Wizard, the evil demon with power over all forms of weather.

STRIPED DESERT

1987 STAR COMICS MAGIC BOY [illegible]
The Striped Desert was located on Preternia's [illegible] Eternia. Its landscape featured craggy, mountainous terrain. A comet containing a Dragonthroad once [illegible] landed in the Striped Desert.

STONE MOUNTAIN

1983 FILMATION MOTU ANIMATED SERIES
Atop a large mountainous formation of rock, Malik's Stone Mountain home was an impressive fortress. It featured rather simplistic brickwork within and did not look particularly warm, and thus a fire was kept ablaze in Malik's main chamber.

STRUG

2008 MOTU CLASSICS
Strug was a small green planet deep within the Horde Empire, situated close to the sovereign planet of Horde World.

SUBTERNIA

OTHER NAMES
Sub-Ternia

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
Subternia was a vast underground network of caverns and ancient ruins in the Light Hemisphere of Eternia. It was accessible through deep caves dotting the landscape and from the seemingly bottomless Abyss surrounding Castle Grayskull. Here the Snake Men dug a large chamber known as the Temple of Serpos, using it to hide the Medallion of Serpos for many years until King Hssss excavated the chamber and called upon his ancestors' spirits to reveal the artifact to him.

Subternia was inhabited by the Spelean and the Caligars, who were bitter enemies separated by a large gate intended to protect the Bat People from their reptilian neighbors. The region was also once the home of the Caligar Evil Warrior Arkydusk, who guided Skeletor in locating the Lost City of the Ancients, revealing an underground gateway to Castle Grayskull buried in its ruins. A temple built into the side of a volcano by the Caligars offered another entrance to their Subternian realm and was the location of another artifact, used by Sorin the Triad of Disruption, wedged into a stone pillar.

Lava flows were a common sight in Subternia, providing a source of light for Eternia's heroes and villains as they found their way through the realm's labyrinth of tunnels.

2008 MOTU CLASSICS
In this continuity Subternia was also known as Sub-Ternia and the Hollow Eternia, and it was the world beneath the surface of the planet. Sustaining many forms of life, Subternia was the hiding place of many of Eternia's secrets.

The region was home to many underground-dwelling races, including:

- Caligars
- Speleans
- Rock Men
- Eel-insect People
- Lava Limbs

[illegible]

In addition to the races living in Subternia, it also encompassed many hidden sites, such as the city of Zalesia, Arachnia City, a Caligar shrine, and the Three Towers. Most important of all, Subternia was the holding place of the Diamond, the magic artifact of the gods guarded by the [illegible] at Eternia's core.

2012 DC MOTU COMICS
Subternia in the DC comic continuity was the literal and spiritual underworld of Eternia. It was made up of six rings, or circles, named in legend as Dreams, Earth, Sky, Fire, Death, and Eternity. Only the Power of Grayskull, given by the mother goddess Zoar, could open the gates to Subternia. The Ring of Death held the imprisoned Snake Men, the First Ones, while the Ring of Eternity was where the Diamond, the mother goddess, resided. Only the circle of sky connected all the rings of Subternia together.

The circles of Subternia also mirrored the overworld. Therefore, during the Horde occupation of Eternia, the Ring of Dreams turned to nightmares and the Ring of Earth became a wasteland.

LOCATIONS

SULFUR PITS

[illegible] FILMATION POP ANIMATED SERIES
When Horde Troopers failed at their tasks, Catra enjoyed sending them to the Sulfur Pits for hard labor. The Sulfur Pits were notorious, but many a Trooper would rather go there than report failure to Hordak in person.

SULPHUR MINES

[illegible] LADYBIRD BOOK SERIES
The Sulphur Mines were one of the prison mines where most prisoners of the kingdom of Eternia were sent to work. It was a very unpleasant location. Skeletor's minion Zodac was incarcerated in the Sulphur Mines for a time.

SUMMER ISLE

[illegible] LADYBIRD POP BOOKS
Summer Isle was a beautiful island with a permanent summer climate, no matter what the season was across the rest of Eternia. Known for its hot springs, it was also the home of a flock of geese, led by Avion. The island's location was described as the halfway point of the journey that these geese would make as they traveled south for the autumn months.

SVEN-TOWN

[illegible] UK MOTU COMIC MAGAZINE
A rundown settlement plagued by cold, icy weather, Sven-Town was a small village in the North Plains of Hordak's Fright Zone on Etheria. It was run from Grog House, the council chamber where Mayor Sinon, Alderman Mors, and their council sat to administer the town while living under the tyrannical regime of Hordak and the Evil Horde, to whom they paid taxes.

SWAMP

[illegible] FILMATION POP ANIMATED SERIES
The shortest route to Blackmoor Castle, the Swamp was misty, dark, and a perfect place for Horde agents to hide and ambush the Rebels.

SWAMPS OF ENCHANTMENT

[illegible] FILMATION MOTU ANIMATED SERIES
The Swamps of Enchantment were home to strange legends, such as the mysterious Lost Mountain. It was here in the swamps where a merchant found King Miro's bracelet, which led Man-At-Arms and King Randor to the Enchantress and Miro himself, Randor's long-lost father.

SWAMPS OF GANGOON

[illegible] UK MOTU MAGAZINE
The Swamps of Gangoon could be found on the planet Eternia. These murky swamplands were seemingly not far from Castle Grayskull, as the great fortress was visible from the swamps.

SWAMPS OF MONGO

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Swamps of Mongo were once the site of a battle fought by Dulan, one of the greatest heroes in Mongo history.

SYLVAN MOUNTAINS

[illegible] LADYBIRD POP BOOKS
The Sylvan Mountains were a beautiful range on the planet Eternia. Madame Who's Gingerbread House was located nearby.

TAHRYN

[illegible] FILMATION MOTU ANIMATED SERIES
The city of Tahryn featured beautiful towering golden buildings with designs that rivaled even those of the Royal Palace of Eternia. Tahryn held a deadly secret, however. The monster Yog lived underground and was a constant threat to the people of the city. When Yog would awaken, Cabor would immediately use his siren song to sing the monster back to sleep.

TALOK CITY

[illegible] MOTU CLASSICS
Talok City was a metropolis located in the territory of the Free People of Preternia. Talok's distinctive architecture and red color, as well as its position relative to Castle Grayskull, would result in the city being later rebuilt as the Eternos Palace, the future home of King Randor and He-Man.

LOCATIONS

TALON MOUNTAIN

1985 FILMATION POP ANIMATED SERIES
A foreboding Etherian peak with jagged ridges covered in spiky formations and many caves cut the sides of its steep cliff face, Talon Mountain was home to Hunga and the Harpies. After the fall of Bright Moon, Queen Angella was captured and held by Hunga at Talon Mountain for many years, until He-Man and She-Ra saved her.

2008 MOTU CLASSICS
In the Classics canon, Talon Mountain was a large spiky mountain within the Horde-occupied territory of the planet Etheria.

TANGLEWOOD FOREST

1983 FILMATION MOTU ANIMATED SERIES
Although never seen, Man-At-Arms referenced the Tanglewood Forest, implying that it was a great distance away from the Royal Palace.

TAR SWAMP

1983 FILMATION MOTU ANIMATED SERIES
The Tar Swamp was the dreary and dangerous place where Orko entered Eternia after a powerful storm opened a gateway from his world of Trolla. Beneath the surface of the swamp were the remains of many extinct creatures from Eternia's past, as well as the magical medallion Orko lost after using it to save a young Prince Adam and Cringer.

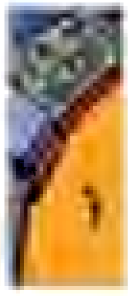
2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
In this canon, the Tar Swamp was a dark area of jungle filled with dark waters and tall trees that consisted in choking vines. When Orko was first transported to Eternia through a vortex leading from his home planet of Trolla, he appeared above the swamp just in time to save Prince Adam and Cringer, who were stuck in a tar pit surrounded by large carnivorous creatures called Swamp Wyverns, though Orko lost his magic wand in the process.

Years later He-Man and Man-At-Arms traveled to the Tar Swamp to investigate reports of a monster attacking tradesmen in the area. Tuvar and Baddrah were spying there, hoping to defeat Eternia's champions and collect a reward from Skeletor, only to be defeated by the two heroes.

2008 MOTU CLASSICS
The Classics continuity located the Tar Swamp on the southern coast of the northwestern continent in Eternia's Light Hemisphere.

TARGA

1983 FILMATION MOTU ANIMATED SERIES
Home to the power-hungry Queen Balma and her servant Dorca, the kingdom of Targa existed within one of the many dense jungles on Eternia. The city was primarily white in color and held a large gladiatorial arena within its grounds. The city constantly posed a threat to an opposing kingdom, Opeera.

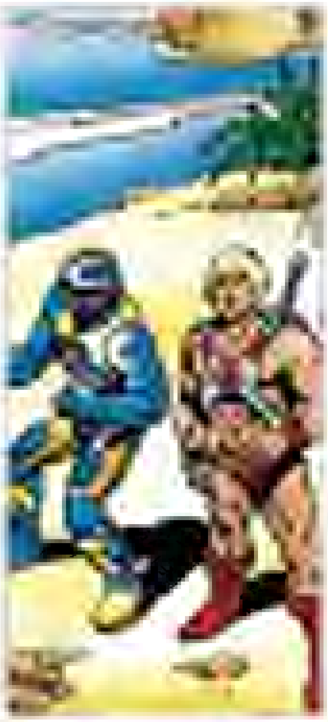


MOTU MINICOMICS
Targa was a city on the planet Eternia, ruled by the good princess Rena in the minicomics continuity. The city once fell victim to a heinous villain named Lodar, who enslaved the entire populace and made them fight one another for sport in a gladiatorial arena.

TARGA'S ARENA

1983 FILMATION MOTU ANIMATED SERIES
Located within the city of Targa, the gladiatorial arena was vast and imposing. The populace of Targa would join the cruel Queen Balma in the enjoyment of watching warriors fight one another, often to the death. A fanfare would sound when a battle was to be fought in the arena, preparing everyone for the day's event.

TARGET PLANET



UK MOTU COMIC MAGAZINE
This unidentified planet was formerly a technologically advanced world which enjoyed the luxuries of modern life until it came under attack by an army of robots which destroyed all cities on the planet within days and carted all metals and machinery onto their ships. The robots piloted these ships to the planet's moon, where they unloaded the metal items and hollowed out the moon's core to transform it into a gigantic battleship.

The surviving humans on the planet were left without technological resources and were now reduced to living as a primitive Stone Age culture. One of the humans on the target planet managed to sneak onboard one of the robots' ships and traveled to the core of the moon, and from there transmitted a distress signal that was picked up by the Heroic Warriors on Eternia. He-Man and Roboto came to the aid of the planet and journeyed to its moon, where they came face to face with the Great Robot, the alien computer that was commanding the robot invasion force in an effort to wipe out all organic life in the universe. He-Man and Roboto defeated the Great Robot and returned to the target world, where the people were saved and ready to start a new and peaceful civilization.

TAURON'S LAIR

1983 FILMATION MOTU ANIMATED SERIES
Located in a very mountainous region of Eternia, Tauron's Lair contained a plethora of books about the arcane. A fire pit was positioned outside of the lair, at the edge of a cliff from which he would cast spells.

TEAR-DROP RIDGE

[illegible] MARVEL STAR MOTU COMICS
Located deep within the Evergreen Forest, Tear-Drop Ridge overlooked the clearing where the Comet Warrior Robbim crash-landed while being chased by the evil Mosquitor.

TEEKAY

[illegible] UK MOTU COMIC MAGAZINE
Teekay, an alien world known as the "Planet of Plants," was inhabited by super-intelligent, peaceful vegetation. Many years ago, a race of humanoid aliens had inhabited Teekay alongside the plants, but war broke out among the humanoids, which led to the total destruction of their civilization. Toward the end of the war, the plants had used force to protect themselves, and this led to fear among the humans, who saw the plants' defense as an act of rebellion and believed they had intentionally meant to hurt them. Although most human life on Teekay was completely wiped out following the war, a small group of survivors retreated underground and started a new civilization there, avoiding the surface world and the plants at all costs.

Now even following their warlike experience, the surviving humanoids built a prosperous and beautiful kingdom beneath the ground and lived in peace and tranquility through the years.

Meanwhile, above the surface, the plants' intelligence increased with time. Living together in harmony, the plants distrusted all animals. When He-Man, Moss Man, and Buzz-Off ventured to Teekay to find a rare plant cure for their poisoned friend Battle Cat, the plants of Teekay attacked and took them prisoner. They were presented to one of the rulers of the plant world, a large anthropomorphic tree, who explained the plants had only attacked them because they had a history of being hurt by animals. When He-Man explained their reason for being there, the tree at first refused to help them, for the act of killing an innocent plant to obtain a cure for Battle Cat would nevertheless be murder. However, seeing that the heroes meant no harm, several of the plants each made a small donation of their fluid to collectively accumulate the amount necessary to cure Battle Cat.

The heroes accepted this, but before they could leave Teekay, Mimnos Mount, its largest volcano, erupted, and the explosion was severe enough to bring about the plants' total doom. He-Man and his friends fearlessly set about extinguishing the flames and saving the plants. The tree ruler thanked He-Man and his friends for their help and told them the plants had learned now that not all animals were cruel or dangerous.

He-Man returned to Teekay at a later date, this time with Man-At-Arms and Sy-Klone. Skeletor, Hordak, and King Hiss had teamed up to carry out the ultimate assault on Eternos City, with all their respective armies. To ensure He-Man would not be around to protect the city, they lured him away with a false distress call from Teekay, claiming that Mimnos Mount had exploded again and He-Man's help was needed. But when He-Man and his friends arrived, they found that everything was quiet and peaceful there, and when the teleportation machine exploded behind them, stranding them permanently on Teekay, they knew they had been tricked.

The plants recognized He-Man as the hero who had saved them on his first visit to their planet. When he explained his and his comrades' predicament, the plants were more than happy to help them. However, the only way to return to Eternia was to construct a teleportation machine, and there had been no technology on Teekay for many years, ever since the destruction of human life in the war.

Doing their best to help the heroes, the plants scoured Teekay and managed to find an ancient fallout shelter that had been used by the humans in the war. They transported He-Man and his friends to the area, and the heroes were amazed to stumble upon the humanoid civilization that had been living underground.

The people's leader, Lygon, explained how their race had fled underground from the plants and built a new civilization. When He-Man said that the plants had never meant to hurt the humans during the war and had merely been protecting themselves, Lygon realized that an enormous misunderstanding had occurred between his people and the plants. But it would be wrong for his people to return to live in the surface world and kill intelligent plants for food. So He-Man offered Lygon and his people a new home on Eternia. Lygon was more than happy to accept, and he and his people provided the heroes with the machines they needed to return to Eternia, traveling there with them. Once on Eternia, Lygon's people also helped to rebuild Eternos City, which had been destroyed in He-Man's absence.

TEKRAN

[illegible] GERMAN MOTU AUDIO PLAYS
Tekran was an Eternian kingdom known for its violin players, who actually produced very bad music on their instruments.

TELEPORT ROOM

[illegible] UK MOTU COMIC MAGAZINE
The Teleport Room was located in Hordak's Fright Zone on Etheria. The room contained a machine that Hordak used to teleport himself to various different planets throughout the universe. When Snout Spout escaped Hordak's clutches, he used the Teleport Room to beam himself to Eternia.

TEMPLE GLOOM

[illegible] FILMATION POP ANIMATED SERIES
Located near Mystacor, Temple Gloom was an old crumbling pyramid in the forest which the Horde used as a camp. The temple was nearly in ruins yet seemed perfect for the Horde with its dark, winding interior.

TEMPLE OF BETWEEN

[illegible] FILMATION MOTU ANIMATED SERIES
The Temple of Between was the gateway linking Eternia to the Realm of Evil. The temple was a mighty treasured structure, built from green stone with a tall pyramid leading to its entrance. Inside, a carved tablet with runic lines created a mystic bridge back to Eternia when the lines were connected.

TEMPLE OF BIRINDALE

[illegible] FILMATION POP ANIMATED SERIES
Over a thousand years ago, the Temple of Birindale held the Elders' Book of Spells. In present-day Etheria, Shadow Weaver led an expedition to find the book and cast an evil sleeping spell over the Whispering Woods, trapping everyone within.

TEMPLE OF DARKNESS

[illegible] MOTU MINICOMICS
Once thought to be only a legend, the Temple of Darkness was a massive pyramid-like structure located in the Lands of Dree on Eternia. Made from a yellowish sandstone, it had a long set of steps leading to its summit and gigantic passageways within. The Temple of Darkness was said to appear every three hundred years, and when it did, evil things would happen. Skeletor finally took over the temple and imprisoned the Sorceress.

TEMPLE OF HORDAK

[illegible] MOTU CLASSICS
In ancient times, the Temple of Hordak was a citadel located inside the Horde Territory of the supercontinent of Preternia. After Hordak cast the Spell of Separation and disrupted the planet's geography, the temple was located in the [illegible] Eternia's Dark Hemisphere.

Thousands of years after King Grayskull banished Hordak and his army to Despondos, the Evil Horde leader's spirit called the exiled Prince Keldor to the temple. Hordak's spirit appeared within the temple walls and offered to teach Keldor the dark arts in exchange for helping him return to Eternia. When Keldor suffered grave injuries in a fight with his half brother Randor, Beast Man and Evil-Lyn brought him back to the temple, where he begged Hordak to save him. Hordak's spirit merged Keldor with the Despondos native Demo-Man to create Skeletor, the Lord of Destruction.

TEMPLE OF POWER

[illegible] MOTU [illegible]
The Temple of Power was a magical citadel on the planet Trolla in the [illegible] Dimension where the Overlords placed the Keys of the Gods, which they had captured as well as the Star Seed after a voyage through the Five Dimensions. After the Overlords banished the traitor Gruppo into the Nameless Dimension for trying to steal the power, he plotted to return and steal the magic stored in the temple. After Horde Prime destroyed the Kaydex Crystal, explosions appeared in the Trollan skies and a crack in space-time appeared, allowing the Unnamed One to dispatch his agents to Trolla. He sent Lady Slither and the Revenge Squad who, little by little, destroyed the Defenders of Trolla, the guardians left by the Overlords.

When He-Man and Skeletor accidentally teleported themselves to Trolla during their last battle with Horde Prime, each of them took sides in this battle of good and evil. He-Man joined the Defenders of Trolla and Skeletor joined the Revenge Squad, although his real goal was to steal the magic of the temple for himself. Both of the old adversaries absorbed some of the temple's magic, gaining [illegible] powers. He-Man and Skeletor fought their final battle on the temple's [illegible] Bridge, where He-Man called upon the Power of Grayskull to unmake Skeletor, separating Demo-Man from Keldor and essentially killing him. Because of his exposure to the temple, Skeletor was later resurrected by Despara.

TEMPLE OF SERPOS

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The Temple of Serpos was built by the ancestors of the Snake Men to honor their deity, the mighty and terrible Serpos. Their snake god destroyed entire populations in the conquest of Eternia thousands of years ago before his onslaught was eventually halted by the Elders. The temple was found deep underground, its rocky walkways stretching over a pit of lava adorned with tall stone snake statues guarding a stairway leading to a large [illegible]. King Hiss used the temple to command the giant underground snakes to come up to attack his enemies, while he called upon his ancestors to bring him the Medallion of Serpos hidden inside the mouth of a larger stone snake overhead. He-Man and his allies destroyed the four giant snakes, but not before the Snake Men made their escape.

[illegible] MOTU CLASSICS
In the Classics continuity, the Temple of Serpos was a huge citadel in the Snake Men territory of the supercontinent Preternia, or ancient Eternia. After King Hiss set Serpos free from an underground prison he caused great destruction across Eternia until the Council of Elders tapped into the magic of the Sorceress and turned him into stone. After his remains became Snake Mountain, the underground ruins of the Temple of Serpos remained in Subternia, where they were unknown to Snake Mountain's future occupants.

Five thousand years later, after King Hiss and his Snake Men escaped from their own prison and attempted to conquer Eternia again with the god of Serpos, the mystic enforcer Zodak [illegible] Hiss and forced his army to regroup in Serpos's ruined temple in Subternia while Skeletor [illegible] near Snake Mountain on the surface.

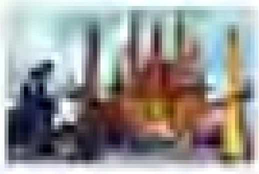
TEMPLE OF THE CAT

[illegible] FILMATION MOTU ANIMATED SERIES
Located in the Vine Jungle, the Temple of the Cat once belonged to a race of Cat People. The intricately carved temple had many booby traps [illegible] for any potential invaders.

TEMPLE OF THE FANTUS

[illegible] FILMATION MOTU ANIMATED SERIES
The Temple of the Fantus Tribe was located within the Vine Jungle and held the powerful Moonfire Stone.

TEMPLE OF THE FIRE PEOPLE



[illegible] FILMATION MOTU ANIMATED SERIES
Although located in the unforgiving land of the Region of Flame, the Temple of the Fire People was a beautifully green-tinted structure, golden in appearance. Within the temple was a single pedestal, upon which rested the Spellstone. The temple also had a trapdoor, which led to an underground ocean of lizards.

TEMPLE OF THE RAM STONE

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The Temple of the Ram Stone was located inside the ruins of Zalesia, in the Sands of Fire. Evil-Lyn, Clawful, Beast Man, and Trap Jaw traveled there to take the Ram Stone from the Faceless One, who guarded the artifact and was prevented from leaving the temple by unknown magic. A large horned skull overlooked the pedestal where the stone was kept. The battle for the stone left the temple badly damaged. The origins of the temple, its stone, and the temple's guardian were a mystery.

TEMPLE RUINS

[illegible] FILMATION MOTU ANIMATED SERIES
The Temple Ruins consisted of many old buildings and structures, long since dilapidated by both neglect and the passage of time. The most notable feature of the ruins was the large pillar upon which the slumbering Colossor resided.

TEMPLE OF THE SUN

[illegible] FILMATION MOTU ANIMATED SERIES
Located in the Sands of Time, the ancient and mystic Temple of the Sun was home to many treasures, including the Sun Scrolls of Power and the Sunstone. At some point, the temple acquired a pair of keepers or guardians. The most prominent of these was a kindly man who refused to [illegible] and listened to the [illegible] of those who came seeking the power of the Sunstone. The second was more silent and [illegible] with [illegible]. Both were pleased when those who were worthy gained access to the Sunstone, and only they could open the [illegible] Chamber where it was housed.

[illegible] DC MOTU COMICS
The Temple of the Sun was also home to the Eye of Chronos, one of the Eyes of Grayskull. She-Ra was able to locate the Eye of Chronos and the temple using the jewel in the Sword of Protection after raising it up from where it was buried in the desert sands.

[illegible]

TEMPLE OF THE WOLF

[illegible] FILMATION MOTU ANIMATED SERIES
Orko and Gwildor discovered an ancient map inside a broken wolf statue that led them to the Temple of the Wolf. Inside the temple was the Ancients' Book of Spells within a locked box. The temple was located within the Caves of the Wind, guarded by the statue of a wolf that would magically come to life in order to protect the Book of Spells.

TERRA

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Terra was one of the continents of the planet Primus.

TETRAN

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Tetran was supposedly the home planet of [illegible], who was really a disguised android sent by Skeletor to infiltrate Primus.

THAMALIA TOWER

[illegible] MOTU NEWSPAPER STRIPS
At the edge of Randor's kingdom stood the ancient Thamalia Tower. Who built this stone fortress and why remained a mystery lost to the ages. The tower's caretaker was a robed man named Con

THAYMORE

OTHER NAMES
Thaymor

[illegible] FILMATION POP ANIMATED SERIES
The small village of Thaymore was located within the Etherian kingdom of Bright Moon, its citizens living in constant fear of the oppressive Horde army. When Prince Adam arrived on Etheria, he and Bow fought a group of bullying Horde Troopers. The Horde retaliated by arresting the entire village and threatening to send them to the prison mines unless the two heroes surrendered. The Rebellion finally fought back with the encouragement of Adam and swelled their ranks against the Horde.

[illegible] LADYBIRD POP BOOKS
The village of Thaymore was one of the most well-known farming villages on the planet of Etheria, located within the kingdom of Bright Moon. The village supplied Bright Moon with its fruit and vegetables and was home to the key supporters of the Great Rebellion.

[illegible] MOTU CLASSICS
Thaymor was a village located out within the kingdom of Bright Moon, south of the Whispering Woods on the planet Etheria.

THAYMORE MARKETPLACE

[illegible] FILMATION POP ANIMATED SERIES
The Thaymore Marketplace was where the Great Rebellion often came to resupply. Ever since the town was liberated from the Horde, the merchants were willing to help the Rebellion with greatly needed supplies. However, that did not stop the Horde from placing spies in the village to plot against She-Ra and her friends.

THENURIA

[illegible] MOTU NEWSPAPER STRIPS
Thenuria was Gwildor's home world. Little is known about Thenuria except that science was greatly advanced there. Gwildor also once spoke of Thenuria's beautiful moon [illegible]. From all indications, Gwildor was the only Thenurian on Eternia.

THRONE-GROTTO

[illegible] GERMAN MOTU AUDIO PLAYS
Mer-Man's Throne-Grotto lay on the bottom of Eternia's largest ocean. It served as the base for the Lord of the Oceans and could be entered through shell-shaped gates. The grotto was illuminated by a greenish half-light and featured a large image transmitter which enabled Mer-Man to contact Skeletor at any time.

TIKAHN JUNGLE

[illegible] FILMATION MOTU ANIMATED SERIES
The mysterious Tikahn Jungle had a unique appearance, as much of its flora only grew there. Deep within the Tikahn Jungle lay a temple in which the Gedge, an ancient beast of immense power, had long been imprisoned.

TIKAHN TEMPLE

[illegible] FILMATION MOTU ANIMATED SERIES
The Tikahn Temple was a large golden structure in the middle of the Tikahn Jungle. However, whereas the Tikahn Jungle was rich in life, nothing grew around or near the temple, which contained the Gedge.

TILLJORN VILLAGE

[illegible] UK MOTU COMIC MAGAZINES
He-Man, Stout Spout, Wind Man, and Extendar came across Tilljorn Village after pursuing their evil enemies back in time to Eternia's prehistory. When He-Man and his comrades defended the village against two attacks by the Snake Men, thus bringing about the Snake Army's very first defeat, the villagers were inspired to rise up against their serpent oppressors after years of living in total fear.

A young boy in the village named Kordar was particularly enthusiastic about rebelling against the evil forces. Knowing that Kordar was the name of the leader of the Eternian Elders who historically defeated the Snake Men, He-Man became convinced this young boy would grow up to be the Elders' leader and one day save Eternia.

TIMELESS DIMENSION

[illegible] MOTU CLASSICS
The Timeless Dimension was one of the Five Dimensions created by the Gods of the Multiverse and affected by their aura. It was the location of the magical planet Trolla and its native [illegible], including the Overlords of Trolla. These Overlords ruled the Timeless Dimension after they captured the Aura of the Gods and stored it with the Star Seed in their Temple of Power. They also infused the power of the universe into the Sword of He. After one of their own attempted to wield the power for himself, the Overlords banished him to the Nameless Dimension.

The Overlords' interest in cosmic balance caused them to focus often on the Eternian Dimension, because of the Horde Empire and its evil conquests. Because of their attempts to limit the Empire's influence, the Sword of He ended up on the planet Eternia, which eventually led to the Overlords sending members of the Trollan elite into the Eternian Dimension to guide the guardians of the sword from generation to generation.

The Eternian hero He-Man traveled to Trolla in the Timeless Dimension on several occasions, finding its people to be kind allies, much like his Trollan guide, Orko. Eventually the destruction of a relic called the Rhythm Crystal shattered the barrier between worlds and may have caused a crack in space-time that allowed the Unnamed One to send his agents to Trolla. He-Man accidentally returned to Trolla with the help of Horde Prime's Vortex Beam Generator and had his last battle with his oldest enemy, Skeletor, at the Temple of Power. He-Man had no difficulty returning to the Eternian Dimension, although Trolla appeared less vulnerable to attacks than Eternia despite the [illegible] power about them.

TITUS

[illegible] [illegible] WORLD MOTU [illegible]
The island of Titus was a small island on the Guardian Sea, located on the planet Primus.

[illegible] [illegible] MINICOMICS
In the minicomic Titus was the site of the planet Primus's Space Observatory.

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

In the animated series, Titus was a coastal area on Primus and the site of both the [illegible] Generator and the Titus Observatory which served as Primus's [illegible] station.

[illegible] MOTU CLASSICS
Titus was a small island located in the Guardian Sea on the planet Primus in the Tri-Solar System. Titus was close to the domed city of [illegible], birth place of the Galactic Protector Hydron.

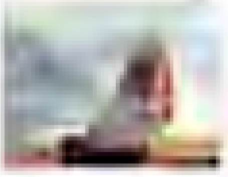
TITUS OBSERVATORY

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Titus Observatory controlled the weather on the world of Primus. Destroying the observatory would plunge the ecosystem of the planet into chaos.

TOMB OF CIRCANA

[illegible] [illegible] MOTU COMICS
Deep within the Tomb of Circana, the [illegible] of [illegible] was hidden and protected by Circana herself, a gigantic dragon-snake. Tricked by Hordak in the disguise of the [illegible] Mistress, [illegible] entered the cave and defeated Circana.

TOMB ROCK



[illegible] [illegible] POP ANIMATED SERIES
Among the rocky hills of the Crimson Waste lay Tomb Rock. Hunters imprisoned Glimmer there and fought She-Ra before she learned the truth about the Horde.

TORGO

[illegible] UK MOTU COMIC MAGAZINES
Torgo was the home world of the evil intergalactic villain known as the Collector. Once he had captured enough heroes from across the cosmos, the Collector intended to bring them to Torgo and force them to battle one another in a Championship Games event, in order to find the mightiest warrior in the universe.

TRADING POST

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The [illegible] City Trading Post was a [illegible] in which He-Man attempted to find a trader to sell his [illegible] Crystals.

TRAIL OF THE FORGOTTEN

[illegible] [illegible] POP COMIC MAGAZINES
The Trail of the Forgotten was a dark, desolate trail in the Blue Mountains of Etheria. When the planet was gripped in a great wave of [illegible] caused by one of Hordak's spells, a team of warriors from the [illegible] trekked into the Blue Mountains to investigate. When they encountered the dragon who was the unwilling source of the sadness, they were overwhelmed with misery and headed down the Trail of the Forgotten, where they were captured by Hordak. Fortunately, She-Ra managed to defeat the effects of the spell and [illegible] Hordak's captives.

TRANNIS

[illegible] [illegible] MOTU ANIMATED SERIES
Trannis was once a beautiful planet, until Plundor employed his evil machines to cut down the forests and spoil the rivers, driving many of the native animals into extinction. Plundor used his abilities to turn Trannis's Life Force into a green liquid.

[illegible] MOTU CLASSICS
Trannis was a small purple planet in the [illegible] Dimension located outside of the Horde Empire. Trannis was surrounded by a glowing mist of unknown origin.

[illegible]

TRANSIUM ORE MINES

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Transium Ore Mines of [illegible] were controlled by the peaceful [illegible]. The [illegible] struck a deal with the Mutants in an attempt to gain control of the mines.

TRAP JAW'S HIGH-TECH HIDEOUT

[illegible] [illegible] MOTU ANIMATED SERIES
Somewhere in the [illegible] Sands of Time, Trap Jaw built a hideout where he could create his inventions and do his own mercenary work. The high tech laboratory gave Trap Jaw the instruments needed to create his Spider [illegible], as well as any other projects required for his destructive purposes.

TREADAWAY

[illegible] MOTU CLASSICS
Treadaway was a large, seemingly uninhabited green planet located inside the Horde Empire in the Etherian Dimension. Treadaway's surface was pockmarked with impact craters and included a large gash that exposed the mantle beneath the planet's crust.

[illegible]

TREE OF LIVING DIMENSIONS

[illegible] GERMAN POP AUDIO PLAYS
Near the sound of Wildflowers, Fluttorius lived in the Tree of Living Dimensions. This tree shaped palace was usually a dazzling structure, invisible to anyone except Fluttorius. If she so wished, however, the tree was able to turn red with silver leaves that had the power to heal victims of the wildflowers' influence.

TREE OF MANY FRUITS

[illegible] FILMATION MOTU ANIMATED SERIES
The Tree of Many Fruits was a magnificent tree that bore not only the Silver Apple but also a wide variety of other fruit. The tree itself was huge, grew within a large pool of water, and was guarded by a subtle creature.

TREE-PLEX

[illegible] POP MINICOMICS
Catra's Tree-Plex lair was located in an Ethernian forest within the Valley of the Lost. The structure was created within a large, hollowed-out tree. Here, Catra entertained guests, such as Entrapta and Clawdeen. The interior of the Tree-Plex was a comfortable environment adorned with soft cushions and framed artwork, with windows and a balcony carved into the exterior of this expedient lair.

TRIFUSIUM GENERATOR

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Trifusium Generator was located in Tritus on the planet Primus. It regulated the temperature of the entire planet and kept it from overheating. The generator was powered by Trifusium Crystals, which were only mined in Gem City.

TRI-SOLAR SYSTEM

OTHER NAMES
- Tri-Solar Galaxy
- Triax Solar System
- Triax Star System

[illegible] [illegible] MOTU ANNUALS
The location of Primus and Denebria was known as the Triax Solar System in this continuity.

[illegible] GERMAN MOTU AUDIO PLAYS
The Triax Star System was a galaxy far away from Eternia, consisting of Primus, Denebria, and another, unknown planet. In the German audio plays, Denebria was referred to as the second planet, a reddish, glowing world that served as a base for the Evil Mutants led by Brakk. Inside of its black desert, the powerful Crystal Stone could be found. Primus was known as the third planet, a jungle world that served as a base for Darius and his friends. He-Man and Skeletor traveled to the Triax Star System aboard the Starship.

[illegible] GERMAN [illegible] MOTU COMICS

The Triax Star System was a galaxy far away from Eternia where the Evil Mutants from Denebria waged a war against the peaceful inhabitants of Primus. In this canon, He-Man and Skeletor traveled to the Triax Star System aboard the Starship, continuing their long rivalry.

[illegible] HE-MAN MINICOMICS
The Tri-Solar System was located millions of miles and light years away from Eternia. Both Primus and Denebria circled the three suns which composed the Tri-Solar System. When He-Man was brought to the future by Hydron and Flipshot, they traveled to the Tri-Solar System.

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

In the [illegible] canon, the "Tri-Solar Galaxy" was home to the planets of Primus and Denebria, along with many others. It was overseen by the Galactic Council, which was based on the moon of Primus. Flogg sought to conquer Primus before making himself king of the Tri-Solar Galaxy.

[illegible] MOTU CLASSICS
The Tri-Solar planetary system was located within space controlled by the Horde Empire. The system was home to the Galactic Protectors, who defended the peaceful planet Primus from the Evil Horde's Space Mutant Death Squad from the planet Denebria. The Galactic Protectors eventually sought out the help of He-Man and She-Ra because they were prophesied to destroy the Horde Empire. The evil Lord Skeletor began his own campaign to conquer the empire by recruiting the Denebrians led by Flogg to help him take control of the system and ultimately overthrow Horde Prime. He-Man and his allies fought Skeletor in the Tri-Solar System for five years, before heavy losses on both sides convinced them to join forces and take their fight to Horde World.

As the Tri-Solar System was part of the space controlled by the Horde Empire, many denizens of the system became members of the Evil Horde. The evil scientist Gelen Hazoff (later named Modulok), the Yellow Rock Man Gelfs, and the evil former queen Cyra of Drilluth (later named Octra) all joined forces with the Horde and served Hordak.

TROLL KING'S PALACE

[illegible] FILMATION POP ANIMATED SERIES
Located in the [illegible] of Spikehound, the Troll King's Palace had an exterior door within the side of a mountain, but a trapdoor welcomed any visitors from aboveground. The Troll King, Ahgo, resided within, protected by living rocks, fire demons, and [illegible] guards.

TROLLA

OTHER NAMES
Trollan

[illegible] FILMATION MOTU ANIMATED SERIES
Trolla was the home world to the diminutive race of [illegible] beings known as Trollans. Most things on Trolla were backward in comparison to how they were on Eternia: there were upside-down trees and rainbows, flying fish, and Orko's magic [illegible] worked properly there.

It was difficult to travel between Trolla and Eternia. When the Sorceress opened a dimensional gateway between the two worlds, it was very small and would only remain for a short span of time.

[illegible] FILMATION POP ANIMATED SERIES
The Princess of Power [illegible] established that Trollans convicted of crimes were held in [illegible] Prison in the [illegible] Sea.

The Trollan ruler's title was High Muck [illegible]. During She-Ra's time, the High Muck Muck of Trolla was named [illegible], and his wife was the Muckess [illegible].

[illegible] UK MOTU COMIC MAGAZINE
In the UK comics, Trolla was referred to as another dimension.

[illegible] MOTU CLASSICS
The Classics comic drew upon previous concepts about Trolla and added fresh details for its own mythos. Trolla was a magical world located inside the Timeless Dimension and home to the [illegible] of the Timeless Dimension. They constructed the Temple of Power on Trolla, where the [illegible] of the Gods and the [illegible] were stored.

[illegible] DC MOTU COMICS
In the 2013 DC comics, while Orko was possessed by the [illegible] of the Skull of Power, he transformed the Trollans of Trolla into [illegible] demons. Though the planet remained a nightmarish place, He-Man vowed to help its people.

[illegible]

TROLLAN ACADEMY OF MAGIC

[illegible] FILMATION MOTU ANIMATED SERIES
Overseen by the [illegible] Council and headmaster [illegible], the Academy of Magic on Trolla was a prestigious school that [illegible] a [illegible]. The golden building was constructed with many strange shapes and angles in its [illegible].

TROLLAN VAULT

[illegible] FILMATION MOTU ANIMATED SERIES
The Trollan Vault was used to store the Horn of Evil. The horn was safe there until Clawful and Trap Jaw broke into the vault and stole it.

TRONAR

[illegible] [illegible] EDITORA ABRIL POP COMICS
Tronar was an Etherian kingdom responsible for imprisoning the [illegible] Monster in another dimension. Horde [illegible] freed the creature and unleashed it upon the Whispering Woods.

TROPIC ZONES

[illegible] UK MOTU COMIC MAGAZINE
The Tropic Zones was the location of the Vault of [illegible], where the Elders of [illegible] hid the second Eye of the Serpent after defeating the Snake Men in ancient times. [illegible], the [illegible] Warriors [illegible] there to prevent King [illegible] from recovering the second eye.

TROPICA

[illegible] MOTU CLASSICS
Tropica was a planet located within the Horde Empire in the Despondos Dimension. This world appeared to be covered mostly by green oceans, with small yellow landmasses.

TUBES TO OMNOR

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
These tubes located across Primus were designed to quickly transport its people into the underground city of Omnor.

TUNDRA CAVERNS

[illegible] FILMATION MOTU ANIMATED SERIES
The Tundra Caverns, a place abundant in stalactites and stalagmites, was a vast labyrinth within which it was easy for an individual to get lost. Although the caverns appeared to be empty, the [illegible] [illegible] was one [illegible] that dwelled in this [illegible] location.

TWIGGET VALLEY

[illegible] US WORLD POP ANNUALS
Twigget Valley was a beautiful clearing in the Whispering Woods where the Twiggets generally held special occasions.

TWIGGET VILLAGE

[illegible] FILMATION POP ANIMATED SERIES
The Twiggets lived in a village in a cluster of giant trees, with their homes built into the trees themselves, complete with windows and doors. The Twigget Village was located outside the Whispering Woods and thus subject to Horde attack at any given time.

TWILIGHT LAND

[illegible] US MOTU COMIC MAGAZINES
The Twilight Land was a dark region of Eternia where strange magical creatures lurked. This land was the location of the Crypt of Kenzack, where Hordak and his Evil Horde first reemerged on Eternia. It was populated by many unusual creatures, among them Ice Phoenixes and Mountain Trolls.

TWILIGHT ZONE

[illegible] US MOTU COMIC MAGAZINES
Eternia's Twilight Zone was connected with Skeletor's Inner Sanctum within Snake Mountain. It was here that Skeletor was capable of stepping into the outer limits of magic and summoning dangerous forces from other dimensions.

TWO BAD'S WORKSHOP

[illegible] UK MOTU COMIC MAGAZINES
Two Bad's Workshop was located in a cave near Snake Mountain. It was here that Two Bad toiled away at various inventions to help Skeletor destroy the Heroic Warriors, such as the Cloud Bomb and the Boar Wheel of Destruction.

UNDERGROUND CAVERNS

[illegible] FILMATION MOTU ANIMATED SERIES
Beneath the Royal Palace lay the Underground Caverns, which extended all the way to Oppora. The caverns were dangerous, being home to large swarms of Night Spiders that ensnared unwary victims in webbing before they could call out for help. The Underground Caverns were also the location of the Tova.

UNDERGROUND CITY OF TUNDARIA

[illegible] MOTU CLASSICS
The Underground City of Tundaria was a hidden fortress located in Subternia, accessible from the surface of Eternia's Light Hemisphere.

In ancient times, Tundaria was the storage home of the heroic warrior Wun-Dar, who became one of the guardians of the Sword of He after the Goddess tested his good heart and character.

Tundaria was later the home of the Vejulian Gwildorian Toll Gwildor, a brilliant inventor who stood out from the rest of his clan because of his keen intellect.

During their time as renegades under the reign of Skeletor and the return of the Horde, the Masters of the Universe hid in the caverns of Tundaria, whose magic spells shielded them from discovery. Fifteen years later, Orko the Trollan transported Prince Dare and the new Masters of the Universe to Tundaria because the magic shields were still in place and would protect them from detection by the Unnamed One.

UNDERGROUND LAKE

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Underground Lake was discovered on the newly formed moon of Arcona (Segmoon's Lt. It contained caverns that students were allowed to.

UNDERGROUND RIVER

[illegible] FILMATION MOTU ANIMATED SERIES
Beneath the Darklands there once existed an Underground River that flowed with a great deal of force. He-Man was able to locate the river and used its waters to defeat the Crimson Scourge.

UNDERSEA KINGDOM

[illegible] BRAZILIAN EDITORA ABRIL MOTU COMICS
The Undersea Kingdom of Eternia was inhabited by a race of lobster-like humanoids ruled by a benevolent crowned king. A mystical ancient trident of great power was guarded by the people of the Undersea Kingdom.

UNDERSEA MOUNTAINS

[illegible] US TWINS OF POWER MAGAZINE
The Undersea Mountains was a range deep beneath the Eternian Ocean where the Cosmic Shell was located. Mermista had great knowledge of the Undersea Mountains.

UNDERSEA OPENING

[illegible] UK MOTU COMIC MAGAZINES
The Undersea Opening was caused by a violent seaquake in Mer-Man's kingdom of the Eternian Sea. When Mer-Man learned from one of his fish servants that the opening led to a tunnel which opened into a pond in the gardens of the Royal Palace of Eternos, he immediately reported this discovery to Skeletor.

Mer-Man used the passage to access the Royal Gardens and capture Prince Adam. Meanwhile, Skeletor made plans to send an army fleet through the tunnel to invade the palace and had his servants construct a submarine for this very purpose. However, once captured, Adam was able to discover Skeletor's plan and managed to make his escape and become He-Man, thereby preventing the invasion. He-Man then dived into the sea and used his sword to seal the hole in the ocean floor, thus preventing the possibility of further such incursions.

UNFORTRESS OF THE HIGH MUCK MUCK

1985 FILMATION (POP) ANIMATED SERIES
The bizarre Unfortress of the High Muck Muck was a living castle with a façade that took the form of a giant [illegible] face, which spoke and guarded the Unfortress. The castle was festooned with towers that resembled cactus plants, and its entrance lay at the end of a pathway leading between the eyes of the enormous face. Within the strange structure sat the High Muck Muck upon a floating throne located in a room painted with astrological imagery.

UNICORN ISLAND

1985 FILMATION (POP) ANIMATED SERIES
Located in the Crowling Sea, Unicorn Island was home to the Unicorn King and his unicorns. The king distrusted humans and would rather leave Unicorn Island than fight with them. However, She-Ra was able to gain their trust and helped defend the island from Hordak.

UNITORA

[illegible] MOTU CLASSICS
Unitora was a small planet located deep within the Horde Empire of the Despondos Dimension. Its surface appeared metallic, or possibly covered with stone, apart from three large interconnected landmasses.

UNIVERSE OF DARKNESS

1984 GERMAN (MOTU) AUDIO PLAYS
The Universe of Darkness was the counter-dimension where Anti-Eternia was situated. When Skeletor built the World Transducer, he opened a portal to the Universe of Darkness and Anti-Eternia.

UNIVERSITY OF KNOWLEDGE VAULTS

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The vaults of the University of Knowledge were a vast repository of information on Primus. Within their archives, the scientists were able to locate a fragment of the Nordor Crystal.

VADERIA

[illegible] MOTU CLASSICS
Vaderia was a kingdom in the Light Hemisphere of Eternia that sat on the border of the Dark Hemisphere, near the kingdom of Nordor. Goldor, Nordor's evil ruler, sought immortality via the Secret Liquid of Life, and to find it he attacked the surrounding kingdoms and abducted Vaderia's grand vizier, Sagul. This forced Vaderia's heroic leader, Prince [illegible], to seek help from He-Man and the Masters of the Universe.

VALE OF CALDOR

[illegible] LADYBIRD (MOTU) BOOKS
The Vale of Caldor was a valley located deep within the Ice Mountains, which lay in the northernmost polar region of Eternia. Within the Vale of Caldor was a small, barren island, situated at the center of a volcanic lake, surrounded by the snow-covered Ice Mountains, with Wyverns perched upon its crags. This place had the foul smell of evil, emanating from its boiling and bubbling lava. The only way in or out was through the caves of the dwarfs of the Ice Mountains.

Skeletor controlled the Wyverns, who one day kidnapped [illegible] wife, [illegible], and imprisoned her on the island. He-Man and Man-At-Arms had to enlist the dwarfs to lead them through their caverns to the Vale of Caldor.

VALE OF FROGGS

1986 UK (MOTU) COMIC MAGAZINES
The Vale of Froggs was the location of Frogg Town, home to a peaceful race of frog-like people.

VALLEY OF BARATHRUM

[illegible] MOTU CLASSICS
The Valley of Barathrum was a long ravine filled with jagged peaks, located within the Snake Territory of Preternia after the Wars of the Three Powers. The valley's name was also shared by the volcanic Barathrum region located in the Dark Hemisphere after the Spell of Separation reformed Eternia's geography.

VALLEY OF ECHOES

1983 FILMATION (MOTU) ANIMATED SERIES
The dangerous Valley of Echoes (not to be confused with Echo Valley) was a haunted gulf where false voices called out to those who ventured inside.

The valley would get inside any intruder's head, by disguising its false voices as those of someone the intruder knew. The Valley of Echoes was filled with a thick fog, making comprehension of reality all the more difficult.

VALLEY OF GNARL

[illegible] MOTU CLASSICS
The Valley of Gnarl was a long gully emerged by sporadically formed peaks in the territory of the Free People of Preternia and separated Castle Grayskull from [illegible] Castle. The valley's name and location suggested that it was submerged beneath the Ocean of Gnarl after Eternia's topography was radically altered by the Spell of Separation.

VALLEY OF MONSTERS

1986 UK (MOTU) COMIC MAGAZINES
The Valley of Monsters was a dangerous area within the Eternian jungle. It was the location of the Jewel of Fire, a fabulous gem that Skeletor believed would give him the power he needed to defeat Grayskull. The jewel was in a cave within the valley inhabited by the Giant Dragon Spider. Skeletor journeyed there and found the jewel, but He-Man, [illegible], and Moss Man followed him and foiled his scheme.

LOCATIONS

VALLEY OF OSGAR

[illegible] LADYBIRD MOTU BOOKS
The Valley of Osgar was a valley in the Mystic Mountains of Eternia cursed with eternal darkness. Within the blackness of the valley, the evil Shadow People made their home. When Skeletor used the Crystal of [illegible] to send out false summons to the Mystic Warriors, the warrior goddess Teela fell into Skeletor's trap. He-Man learned of Teela's fate and travelled to the Valley of Osgar. During the ensuing battle, Skeletor dropped the crystal, causing a great burst of light that destroyed the overhanging cliffs, thus breaking the curse of darkness. The sunlight shone through and vanquished the Shadow People. Thereafter, the valley became the site of a waterfall that cascaded into a beautiful river.

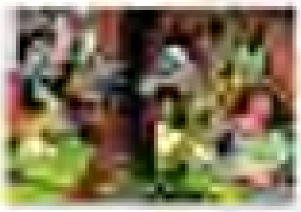
VALLEY OF POLTI

[illegible] FILMATION MOTU ANIMATED SERIES
The insect people of the Polti were once a warlike race in ancient Eternia, but in modern days they were peaceful. They lived in a secluded valley, trusting no one. Their home formations was a beautiful structure that resembled colorful eggs.

VALLEY OF POWER (I)

[illegible] FILMATION MOTU ANIMATED SERIES
Guarded by the Mother [illegible], the Valley of Power contained a magical spring which only flowed once every thousand years. The waters were said to give strength and courage to anyone who drank from them.

VALLEY OF POWER (II)



[illegible] [illegible] MOTU COMICS
The Valley of Power was a region filled with thick jungle and surrounded by high mountains. No animal dared to live within this obviously sacred valley, where not even the wind blew. It long remained an unknown land, since no one who dared to enter it ever escaped its terrible Fright Fog. Eventually, the Masters of the Universe discovered that the Valley of Power was controlled by the Fog Spirit, who was afraid of the forces of evil and thus tried to protect his home by creating fog monsters. After realizing his mistake, the spirit called back his fog, unveiling the forest of the Valley of Power.

VALLEY OF ROCKS

[illegible] UK WORLD MOTU ANNUALS
The Valley of Rocks was the home to the Comet Warriors. It was a remote location amid an unnamed desert in the Eternian Highlands.

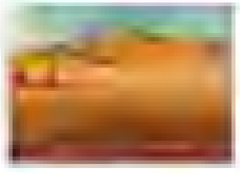
VALLEY OF SMOKE

[illegible] RUPP NEWSPAPER COMIC
The Valley of Smoke was a place in the far Westlands of Eternia. The valley was a cracked, barren landscape, surrounded by a haze of smoke and dotted with volcanic sinkholes and bubbling mud craters.

VALLEY OF SPIDERS

[illegible] LADYBIRD POP BOOKS
The Valley of Spiders was a dark, evil gully infested with spiders. This valley was located within the Fright Zone region, where Catra's lair, Cat Tower, stood. Catra planned to capture [illegible] in a web that these spiders had woven.

VALLEY OF THE DESERT



[illegible] FILMATION MOTU ANIMATED SERIES
The Valley of the Desert was a sparse expanse with no visible structures emerging from its sands. It also served as [illegible]'s base of operations.

VALLEY OF THE LION PEOPLE

[illegible] UK WORLD MOTU ANNUALS
The Valley of the Lion People featured the invisible village of the mysterious Lion People. It was a very old location, one that was cloaked in invisibility by the magic of the Gong of [illegible].

VALLEY OF THE LOST

[illegible] FILMATION POP ANIMATED SERIES
The Valley of the Lost was a desolate and eerie Etherian landscape from which few had ever returned. Located just beyond the Freezing Mountains, the valley was so remote that Hordak plotted to transport all of the Whispering Woods there, before his plan was foiled by He-Man and She-Ra.

The only known site within the valley was the ancient library of the Valley of the Lost.

[illegible] POP MINICOMICS
Located on the planet Etheria, the Valley of the Lost was a dark and densely wooded area where [illegible] could be found.

[illegible] MOTU CLASSICS
In the Classics continuity, the Valley of the Lost was a vast, sunken landscape on the planet Etheria. Even though the Evil Horde invaded Etheria, it did not expand its territory into or beyond the valley. The region contained forested areas in the north and south, but the central span appeared barren, littered with the skeletons of large beasts. The Valley of the Lost did not appear to be completely uninhabited, however, as an unidentified village could be found among the trees in the valley's northeast corner.

VALLEY OF THE LOST LIBRARY

[illegible] FILMATION POP ANIMATED SERIES
The ancient library situated in the Valley of the Lost contained innumerable books on every conceivable subject and from every imaginable era. The same library, which had not been visited in centuries, contained the most ancient tomes. The books lay in unorganized piles, making locating a specific volume a nearly impossible challenge.

VALLEY OF THE LOST SWAMP

[illegible] FILMATION POP ANIMATED SERIES
The muddy swamp in the Valley of the Lost served as the venue for She-Ra to dump the passengers of the Horde [illegible] before she threw the [illegible] into the Valley of the Lost's volcano.

VALLEY VIEW CASTLE

[illegible] FILMATION POP ANIMATED SERIES
Valley View Castle was attacked by the Horde in Hordak's Doom Balloon before She-Ra ultimately defeated him. However, Professor Tempus used his Time Transporter to change the outcome of the battle and rewrite history, ending the Summer Fair celebrating the [illegible].

VAN

[illegible] MOTU COMICS
Van was a distant moon which was once threatened by [illegible]. The dastardly [illegible] Count [illegible] hailed from Van.

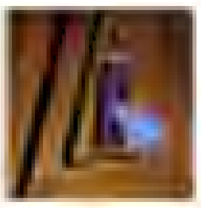
VARGO VILLAGE

[illegible] UK MOTU COMIC MAGAZINE
Vargo was one of two villages that Hordak visited when carrying out a scheme to convince He-Man he had turned over a new leaf and was working for the purposes of good. He provided the Vargoans with clothes and food and promised them much more in the future. He-Man and Teela visited the village of Vargo after hearing reports of the Horde being sighted there, and they were amazed at what the Vargoans told them. However, He-Man's suspicions were proven right when it turned out to be a scheme by Hordak to lure them into a trap.

VARGON

[illegible] FILMATION POP ANIMATED SERIES
Although unseen, Vargon was a kingdom on Etheria that did not appear to be dominated by the Horde. It was ruled by King [illegible], whose son, Prince [illegible], allied himself with the Rebels.

VASIONIC RESONATOR



[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Vasionic Resonator was a large, crystalline structure located in the Inner Council chamber on Primus. It channeled the Inner Council's mental energies directly into the shield around Primus. It was constructed from a very unstable material which, if destroyed, would cause a chain reaction that potentially could destroy half the Tri-Solar Galaxy.

VAULT OF AZRAD

[illegible] UK MOTU COMIC MAGAZINE
The Vault of Azrad was located in the [illegible] of Eternia. It was the place where the Elders of Eternia hid the second Eye of the Serpent after defeating the Snake Men centuries ago. When King Hiss located the Eye at present-day Eternia, he travelled to the Vault of Azrad with his Snake Men. Although the Heroic Warriors dispatched [illegible] to stop them from obtaining the artifact, the Snake Men defeated the three heroes and removed the [illegible] and Eye from the vault.

LOCATIONS

VAULT OF KNOWLEDGE

[illegible] GOLDEN BOOKS BOOKS

The Vault of Knowledge was a room within Castle Grayskull where all its secrets and wisdom were stored by the Council of Elders. The only way to unlock this vault was with both halves of the Sword of Power, which served as the key. Skeletor was obsessed with gaining access to this room and acquiring the knowledge hidden within.

[illegible]

VAULT OF VARGONIS

[illegible] HE-MAN COMIC MAGAZINES

The Vault of Vargonis was located in the Fractured Hills. It was the only place on Eternia containing seven bells able to [illegible] When Skeletor attacked Eternia with the Crimson Gem, He-Man found that only the sound of seven bells ringing at once would destroy the powers of the gem. So he tricked Skeletor into retreating to the Vault of Vargonis, where he and Teela pounded the ground with their fists, causing vibrations that rang all seven bells and destroyed the Crimson Gem.

VAULTS OF POWER

[illegible] COMICS

Deep underneath Castle Grayskull, a steel door led to the seven Vaults of Power. Skeletor and his warriors searched these vaults for the Orphyx, the stone of life which held the walls of Castle Grayskull together. The vaults were eventually flooded, securing the Orphyx's safety for good.

VAULTS OF ZARTUS

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Vaults of Zartus were located in an underground cavern on Primus. They were created after the Primans [illegible] a [illegible] off their planet that contained the [illegible] Crystal. Skeletor later sought to locate these vaults after he found that the Encyclopedia of Evil was hidden there.

VEBEX

[illegible] MOTU CLASSICS

Vebex was a planet under the dominion of the Horde Empire inside the Demidian Dimension. The world was home to a race of Rock Men that included the Horde warrior Castle, although they had ties to the Tri-Star System as well. Vebex appeared to be largely [illegible] and had only one small body of water rather than any oceans.

VAULT OF SOULS

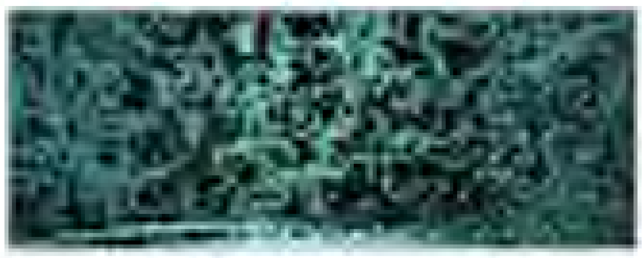


IMAGE COURTESY OF DC COMICS

[illegible] DC MOTU COMICS

The Vault of Souls contained all of the victims Hordak had collected over many centuries. He would feed upon his captive souls and [illegible] their bodies as Horde Troopers.

VELPINE CITY

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Velpine City was the [illegible] fortress of the evil [illegible] on the planet Nechon. It contained both living quarters for the [illegible] people and the military headquarters of General Alfor.

VERIDAS

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The human village of Veridas was home to a large farming community that grew crops of fruit and vegetables of unnaturally large size and unparalleled taste throughout the year, to feed other villages in the region. The village was elevated and walled on all sides like a fortified medieval city, with a moat surrounding it and guard posts. The crops' size and perpetual ripeness was made possible by the Crystal of [illegible], a rare magical stone emitting a greenish glow that sat atop a tower overlooking the village's fields. The crystal was stolen by three giants, whose battles with the Masters of the Universe left much of the village damaged, including its water tower and bridge. Buzz-Off returned the crystal to its tower in the village's center, restoring the farmers' crops and safeguarding their livelihoods.

[illegible] MOTU CLASSICS

The village of Veridas was a settlement near [illegible] Palace, in the Light Hemisphere of Eternia.

[illegible] DC MOTU COMICS

After Skeletor's Memory Manipulation Spell was broken, the heroic Masters of the Universe used a remote inn in Veridas to regroup and plan their attack to retake Castle Grayskull from Skeletor and his Evil Warriors.

IMAGE COURTESY OF DC COMICS

VIAL PALACE

[illegible] GARNER POP AUDIO PLAYS
Perfuma lived in Vial Palace, in the center of her flower gardens. Resembling a red [illegible] blossom, the palace was almost a hundred meters tall and emitted a pleasant flower smell.

VILLAGE DAM

[illegible] FILMATION POP ANIMATED SERIES
An Etherian village that lay next to a dam was the location of a Horde trap set, where Hordesmen blasted a hole in the dam, causing water to leak. With She-Ra occupied in fixing the dam, Shadow Weaver and her Troopers were able to kidnap Swift Wind.

VILLAGE IN NEEDLE VALLEY

[illegible] UK WORLD MOTU ANNUALS
A village located in a valley of extremely treacherous peaks known as the Needle Mountains was the home of Sigrio, Eternia's greatest potion maker. At one time, the village was blocked by a landslide, which became a tremendous obstacle to He-Man and Man-At-Arms, who had traveled to the village seeking Sigrio's famous elixir, the Potion of a Thousand Herbs.

VILLAGE OF BLUESTONES

[illegible] UK WORLD MOTU ANNUALS
Bluestones was a beautiful village located near the Orange Mountains. Home of a [illegible] Tub, the whole village was built from sparkling blue stones, hence its name. The settlement was entirely destroyed by the Evil Horde, following the capture of Tub and all of the villagers.

VILLAGE OF BRIGHT MOON

[illegible] FILMATION POP ANIMATED SERIES
The village of Bright Moon was one of the few places on Etheria safe from the Horde, as it bordered the Whispering Woods and was ruled from Castle Bright Moon by Queen Angella. The village was home to a general store and a large farming community and provided a royal guard to the castle.

VILLAGE OF DRYL

[illegible] FILMATION POP ANIMATED SERIES
The village of Dryl was very much a traditional Etherian village filled with houses and shops. However, with She-Ra and He-Man unable to protect Dryl, Hordak and his Horde Troopers invaded, enslaved its people, and burned the town to the ground.

VILLAGE OF GAILDRETH

[illegible] FILMATION POP ANIMATED SERIES
The denizens of the Horde-controlled village of Gaildreth debated joining the Rebellion. When Hordak found out about their actions, he appointed Shadow Weaver to magically steal their voices.

VILLAGE OF GAZ

2008 MOTU CLASSICS
The village of Gaz was a small Preternian settlement within the territory of the Free People

VILLAGE OF HY-DOE

[illegible] MOTU CLASSICS
The village of Hy-Doe was a large Preternian settlement in the Horde Territory located north of the Harmony Desert and to the east of the city of Zalesia. Despite its belonging to the Horde, its location suggested that Hordak allowed it to be submerged beneath the Harmony Sea after he cast the Spell of Separation, which forever altered the landscape of Eternia.

VILLAGE OF KLANT

[illegible] UK WORLD MOTU ANNUALS
Located high in the snowy Klant Mountains was a small, ice-cold, snow-covered village where the inhabitants would live to be over two hundred years old. The secret to their long life came from the water they drank from the fountain in the village square. No casual traveler could ever find their way to the village of Klant, because there was only one pathway, which was well hidden within the mountains and known only to the villagers themselves.

VILLAGE OF KOL

[illegible] [illegible] MOTU COMICS
Kol was a small fishing village on the planet Eternia. Its main feature was a large body of water named Lake [illegible]. A series of kidnappings orchestrated by [illegible] took place in the village of Kol.

VILLAGE OF MAZOR

[illegible] UK WORLD MOTU ANNUALS
The village of Mazor was a peaceful town on the planet of Eternia which fell into peril when Skeletor kidnapped all the children of all its inhabitants. The children were safely returned to their parents after He-Man rescued them from the [illegible].

VILLAGE OF ORKAS

2008 MOTU CLASSICS
The village of Orkas was a Preternian settlement located in Horde Territory, close to its border with the territory of the Free People of Eternia and Grayskull Castle. The village's name and location suggested it became the origin of Orkas Island in the Harmony Sea after the Spell of Separation changed Eternia's landscape.

VILLAGE OF PAX

1983 FILMATION MOTU ANIMATED SERIES
The village of Pax was a farming community in Eternia. When Space Pirates demanded half the crops from the peaceful village, Prince Adam convinced the villagers to fight back. Using all of their individual talents, the villagers worked together and, with He-Man's help, were able to drive out the pirates.

VILLAGE OF SKEE

1983 UK MOTU MAGAZINES
The village of Skee was a scenic village in Eternia, famous for its apple trees and seasonal festivals. Adam's friends Tomas and Maria lived there with their daughter Wea and their baby boy.

VILLAGE OF THE ROCK PEOPLE

1983 MOTU MINICOMIC
The peaceful Rock People lived in a quiet Eternian village, surrounded by beautiful forests and rivers. The village leader was the heroic Warrior Stonedar. The Rock People's village was also home to the mystical Sun Stone.

VILLAGE OF VAROS

1986 UK MOTU COMIC MAGAZINES
The village of Varos was deserted after its whole [illegible] when a burning jet of gas erupted from the ground, destroying their homes and making the village uninhabitable. Orko was assigned to put out the flames so the villagers could return and rebuild their homes. This was the final of three tests he was subjected to by the magician Zandor, to prove his worth as a wizard. Orko used a magic spell to divert the rain and extinguish the flame, succeeding the test.

VILLAGE OF ZAK

1983 FILMATION MOTU ANIMATED SERIES
The small village of Zak was the location where Skeletor and General Tataran tricked the villagers in order to build a shoddy dimensional gate, intended to lure He-Man into unwittingly participating in an elaborate ruse. In full view of the villagers, He-Man made a mistake and seemingly killed one of their own, a man who in truth was General Tataran in disguise. The angry villagers drove the framed He-Man away, his reputation seemingly ruined.

VILLAGE OF ZAPHOR

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The village of Zaphor was a small settlement located near the Wilderness of Primus, run by a small council of elders led by Nathan. The villagers were reluctant to join He-Man's rebellion when the Mutants conquered Primus but eventually agreed to help when Skeletor's forces attacked their home. To punish their defiance, Skeletor and Flogg used their Mothership's tractor beam to completely destroy Zaphor, leaving only a smoking crater behind.

VINE JUNGLE

1983 FILMATION MOTU ANIMATED SERIES
The Vine Jungle was among the most dangerous places in Eternia, alive with man-eating plants that could snag unsuspecting travelers. Thick undergrowth made it hard to navigate, and poisonous plants could be deadly to the unwary.

1983 GOLDEN MOTU BOOKS
The Vine Jungle was the largest and most well-known jungle on the planet of Eternia, located between the Evergreen Forest and the Mystic Mountains. It was known for being one of the most dangerous areas on the Light Side of Eternia, with many deadly and mysterious creatures lurking within. The jungle also contained a magical plant resembling a Venus flytrap which, if anybody allowed it to swallow them, could instantly transport the person to Etheria. Among the many races of creatures that were known to live in this jungle were the savage Panther Men.

The Vine Jungle was the location of one of the scattered components of the Zodiac.

1983 LADYBIRD MOTU BOOKS
In this continuity, the Vine Jungle was also the home of Beast Man and his Beast People.

1984 GERMAN MOTU AUDIO PLAYS
The audio plays situated the Vine Jungle right at the northern border of the Mystic Mountains. Still one of Eternia's most hazardous environments, it was portrayed here as being full of swamps, a region from which no one had ever returned. This version of the Vine Jungle was home to many menacing animals, such as spiders and crocodiles, as well as dwarves and the Mages of the Timeless Grove.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The Vine Jungle in this animated continuity was a vast area of Eternia's Light Hemisphere, covered in strange and exotic plants, trees, and enormous vines that could bind and trap anything that got too close to them. The Evil Warriors flying in Pterodactyls engaged in an aerial battle over the Vine Jungle with He-Man and the Masters of the Universe in their Battle Hawks, in an effort to delay the heroes' arrival at the Mystic Mountains long enough to allow Skeletor to start a war between the [illegible] and the Andreenids. The heroes became caught in the jungle's vines and were swallowed by giant plants similar in appearance to Venus flytraps.

Later, Two Bad journeyed over the Vine Jungle in another Pterodactyl to find a pyramid holding a piece of the [illegible] and continued to battle over the giant [illegible] Dragon. He-Man joined forces with the dragon after Battle Cat was knocked unconscious by a falling tree. In order to

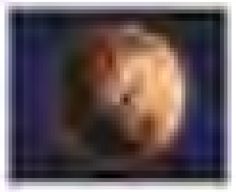
return the artifact to its resting place among the pyramid's ruins, thus saving Eternia from the Spell of Separation's destructive power.

[illegible] MOTU CLASSICS
This series portrayed the Vine Jungle as a thickly wooded region in Eternia's Light Hemisphere, located north of the Evergreen Forest and Castle Grayskull. The Vine Jungle was home to several tribes, including humans and the savage Beast Men, who frequently attacked villages located too close to the jungle. The giant griffins, favored steeds of the Beast Men, also settled in the Vine Jungle because it closely resembled their home planet. One of the native human tribesmen, Oo-Lar, became known as the Jungle He-Man, last guardian of the Sword of He before it passed to Prince Adam, who was destined to unite the sword's two halves and receive the Power of Grayskull.

Lord Dactus, the ruler of the Vine Jungle at one time, staged gladiatorial games for the amusement of himself and his subjects. During one of these games, the evil fighting gorilla Gygor slew the lord's champion, Vykron, and used the victory to force Dactus to abdicate. Gygor then launched attacks against Castle Grayskull, forcing the Sorceress and Oo-Lar to imprison him in a state of suspended animation.

VIPER TOWER: SEE ETERNIA TOWERS

VITRIAN



[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Vitrian was a planet in the Tri-Solar Galaxy. Part of Vitrian broke away to form a new moon, which was named Moonie Dependence 81.

VOID (I)

[illegible] DC MOTU COMICS
The Void was a dimension between worlds, in which the former Eternian rebels during their uneasy alliance with Skeletor. This dimension had neither form nor shape, and thus individuals within it merely drifted helplessly through space.

VOID (II)

[illegible] [illegible] MOTU COMICS
The Void was a deep pit located inside Snake Mountain where the Council of Elders had imprisoned the Snake Men long ago, with the help of Zodak. Traveling deep down into the many caverns within the mountain revealed the chamber that contained the Void, with four snake-faced entrances surrounding a central pit. The Snake Man descendant Kobra Khan later discovered an ancient key, which he used to open the Void and free King Hiss and his Snake Men from their timeless prison.

After a long battle, He-Man and Zodak were able to seal the Void again using the Power Sword and Zodak's staff, with only Rattlor and Khan managing to escape being trapped in the Void. Skeletor never attempted to reopen the Void himself, but later Kobra Khan and Rattlor acquired Zodak's staff and reopened the Void, unleashing King Hiss and the Snake Men upon Eternia once more.

[illegible] MOTU CLASSICS
In this continuity, the Void was an interdimensional prison that did not exist within the Five Dimensions, where the Mystic Enforcer Zodak and the Council of Elders were able to trap King Hiss and his army of Snake Men. The Void held the Snake Men captive for five thousand years, until one of their own used Zodak's staff to set them free from the Snake Pit under Snake Mountain. The Snake Men did not age inside the Void, but unlike the Horde in Despondos, they could not go to other worlds or peoples while exiled there.

VOLCANIC PLANET

[illegible] FILMATION MOTU ANIMATED SERIES
In an unknown dimension was a Volcanic Planet. Covered in many volcanoes perpetually erupting lava and ash into its atmosphere, this was a truly alien and terrifying world.

VOLCANO (I)

[illegible] FILMATION MOTU ANIMATED SERIES
While volcanoes were scattered throughout Eternia, a particular volcano near a popular picnic area caused havoc when it erupted, opening a large chasm and disturbing a Rock Creature.

VOLCANO (II)

1986 GERMAN POP AUDIO PLAYS
Separated from Adora's castle by the Silver River, a creepy volcano stood on the ground of a dark land, reaching up to the Etherian sky. This was the home of a powerful magus who would send depressing clouds out from the volcano to cover the Crystal Castle. Catra's lair could also be found on the slopes of this volcano.

VOLCANO CAVE

1983 FILMATION MOTU ANIMATED SERIES
Volcano Cave was a foreboding cavern with magma rivers running through it. The temperatures of these volcanic streams were so intense that this cave was the only location on Eternia in which the mineral Cimstone could be forged.

VOLCANO OF THE ENDLESS DEPTH

1986 GERMAN MOTU AUDIO PLAYS
Located near Snake Mountain, the large Volcano of the Endless Depth was the site into which He-Man threw the Tablet of the Lost Magic, casting the artifact into its lava. Skeletor fell into the volcano during the ensuing battle but was saved from a death in the fiery pit by Hordak.

VOLCANOES OF COND

1986 UK WORLD MOTU ANNUALS
The Volcanoes of Cond was the secret place where the wizard Mityu hid his many treasures. The actual location of the volcanoes on Eternia was unknown.

VOLTUR

1986 BRAZILIAN EDITORA ABRIL MOTU COMICS
Voltur was a planet ruled by the heroic robot Princess Koma. For many years, Voltur was at war with the evil Drondagar and his band of pirates.

WALL OF REMEMBRANCE

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The Wall of Remembrance was a huge slab of green stone beside the base of a cliff near the Eternian village of Pelleezea, carved with bas-reliefs recording the great moments of the Pelleezeans' history. An image of the Sorceress standing with a staff held high was carved into the top of the stone, commemorating her defense of the Pelleezeans from an attack by the warlord Rotwa seventeen years ago. The Pelleezean Elder used this image in an attempt to convince Teela that she was the young woman who defended them long ago, mistaking her for her mother.

WAR STAR

1986 MARVEL STAR MOTU COMICS
The Evil Horde's ultimate mobile fortress, War Star could transport to different locations very quickly, although doing so drained its power cells dramatically. The large, conical fortress could house legions of Horde soldiers, and at full strength it was a force to be reckoned with.

WARANIA

1984 GERMAN MOTU AUDIO PLAYS
The Dragonland of Warania was said to be the most mysterious region of Eternia. A habitat for dragons, it was naturally very dangerous. Whiplash originally hailed from Warania and claimed that the land belonged to him.

WAR-LEE

1986 UK MOTU COMIC MAGAZINES
War-Lee was a small village menaced by Hordak when he attempted to use his Sun Cellar machine to destroy Eternia by focusing the sun's rays through a magnifying glass stationed in space directly above the settlement. Hordak issued a demand to the inhabitants of War-Lee, threatening to destroy them all with his evil machine unless He-Man surrendered and became his slave.

He-Man refused to surrender and instead persuaded the villagers, arming them with mirrors. When the fiery beam from Hordak's machine streamed down, the denizens of War-Lee all raised their mirrors, reflecting back the beam to warp the magnifying lens. This allowed He-Man and Stratos to destroy the Sun Cellar and save the village.

WARLORD'S CASTLE

1985 LADYBIRD MOTU BOOKS
Warlord's Castle was an ancient castle from Eternia's past, ruled by an evil tyrant known as the Warlord. A large and fortified edifice, it contained an arena for sports. The fortress did not exist in present-day Eternia.

WASPS ROCK

1986 GERMAN MOTU AUDIO PLAYS
Located among the Mystic Mountains, Wasps Rock was the home of the Eternian wasps. It was also the residence of Buzz-Off, whose domed castle was built on top of it. High and remote, the large Wasps Rock could only be reached by those who could fly or had aerial conveyances.

WASTELANDS

[illegible] FILMATION (MOTU ANIMATED SERIES)

"In barren places, find ye hope. Where no water springs, no plant grows, no wind blows, find all you need."

This was the riddle young Teela Na was told to guide her in finding Castle Grayskull. The Wastelands, although a desolate and forbidding region, proved to be the salvation of Teela Na and her village of [illegible].

WATER PURIFICATION PLANT

[illegible] FILMATION (MOTU ANIMATED SERIES)

The Royal Palace's Water Purification Plant was to be the site of all water treatment for Eternos Town while still under construction. It featured all manner of giant pipes, gears, and other machinery that would purify water for the kingdom.

WATERFALL OF FIRE

[illegible] UK WORLD (MOTU ANNUAL)

Not a true waterfall at all, the Waterfall of Fire was an imposing location where the lava from Eternia's largest volcano poured over a cliff into a chasm below, forming a bubbling pool of molten rock.

WEATHER STATION

[illegible] FILMATION (MOTU ANIMATED SERIES)

Located at the Eternian North Pole, the Weather Station of the Royal Guard was protected by a force barrier to keep out intruders such as [illegible] and the [illegible].

WEIRD WOODS

[illegible] UK (MOTU COMIC MAGAZINE)

On their way to invade Eternos, Skeletor passed through the Weird Woods with Two Bad and his new weapon, the Quad Bomb. Stinkor happened to be in the Weird Woods visiting friends when he spied Skeletor from the undergrowth and reported the villain's scheme to He-Man and the Masters.

The Weird Woods were also the site of Rio Blast's crash landing on Eternia. He-Man and Sy-Klone arrived there to investigate a fallen comet, only to find Rio Blast, the last of the Starband Marshals. Rio had pursued there on a fragment of the meteor that destroyed his own world. The marshal joined the Heroic Warriors after meeting these two heroes.

WEIRDLANDS

[illegible] UK (MOTU COMIC MAGAZINE)

The Weirdlands was a dangerous region of Eternia that was the site of Man-At-Arms and Roboto's battle against Dragstor and the Fright Fighter. Landmarks of the Weirdlands included the Haunted Stream and the Mountains of Fear.

WELL OF DARKNESS

[illegible] MIKE YOUNG PRODUCTIONS (MOTU ANIMATED SERIES)

The Well of Darkness was an ancient structure of rune-carved standing stones built over a pool of lava, with a column at its center that contained a triangular aperture which required the return of a corresponding artifact. In Eternia's distant past the powerful location was the site of the cataclysmic event which created the Dark Hemisphere. Hordak's evil sorcerers used the artifact in question, the Triad of Disruption, to invoke the Spell of Separation, blighting one half of the planet and robbing it of light. The unaffected half, known thereafter as the Light Hemisphere, bordered its shadowy twin along a meridian running at the Well of Darkness.

Many years later the bounty hunters Tuvar and Baddrah returned the pieces of the Triad to the well and invoked the Spell of Separation once again, forcing He-Man to deliver the artifacts to their hiding places across the globe, to prevent the powerful spell from tearing the planet asunder. Evil-Lyn also made use of the well's power, enlisting Count Marzo's aid to create a magical gateway in an attempt to release Hordak from his long exile in the Dimension of Despondos. Before Evil-Lyn could complete the task, however, He-Man destroyed the Well of Darkness, thus saving Eternia from disaster once again.

[illegible] REVELATIONS (MOTU COMIC)

The comics placed the Well of Darkness near the River of Fire, in the Dark Hemisphere. The well's powers required a magical object to be activated, or the magic of at least two spell casters, such as Evil-Lyn and Count Marzo's Orco Action, the effect of the well could be disrupted by the destruction of the surrounding pillars, or if the initiating spell was interrupted by an outside force.

[illegible] DC (MOTU COMICS)

The Well of Darkness was a lava, rune structure situated at the line between the Light and Dark Hemispheres, on the opposite side of the planet from Mount Zoar.

The well was surrounded by standing stones and a pool of lava from an active volcano. In this continuity the bottom of the well contained a pathway between Eternia and Etheria, in the Dark Dimension of Despondos, tethering the two worlds together.

[illegible] DC COMICS

WELL OF FORGETFULNESS

1983 FILMATION HE-MAN ANIMATED SERIES

Within Count Marzo's fortress was the Well of Forgetfulness, whose waters fed a decorative fountain. These waters had the property of causing anyone that touched or consumed them to forget their past and even who they were. Marzo used his magic to create a gun which used vapors from the well as a weapon against his enemies.

WELL OF THE FORGOTTEN

1986 UK HE-MAN COMIC MAGAZINE

The Well of the Forgotten was the location of the Carpet of Chaos, an ensorcelled artifact coveted by Skeletor. Attempting to prevent its acquisition, He-Man used the Battle Ram to smash down the wall protecting the well. Upon descending into the well, it was discovered that Skeletor had arrived there first, but fortunately Orko was able to defeat the villain in a magical duel.

WESTERN HILLS

1986 UK WORLD (HE-MAN) ANNUALS

It was rumored that the Western Hills of Eternia were home to evil witches, who would prey upon any unwary traveler passing through their territory. Skeletor and Evil-Lyn conspired to make the rumor come true, concocting a plan to summon an illusion of these witches with a combination of their magical powers. Unfortunately for them, He-Man and the Heroic Warriors came along and foiled all their schemes.

WESTERN OCEAN

1986 UK WORLD (HE-MAN) ANNUALS

Due west from the kingdom of Eternia lay the mighty Western Ocean.

WEST-STAR

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The West-Star was a traveling game/video show owned by the eponymous Burt West-Star. It took place aboard an enormous entertainment spacecraft, which allowed the show to travel between worlds.

WHISPERING DESERT

1986 GERMAN HE-MAN COMIC PLATE

There was no location in Eternia more inhospitable than the Whispering Desert located in Eternia's West. The desert's winds were perpetually blowing up sharp grains of sand, whilst its surface was riddled with treacherous pits of quicksand.

WHISPERING VALLEY

1985 FILMATION SHE-RA ANIMATED SERIES

Home to the Fairy Folk, the Whispering Valley lay within the Mystic Mountains and was home to the last unicorn on Etheria.

WHISPERING WOODS

1985 FILMATION SHE-RA ANIMATED SERIES

The Whispering Woods was a vast, colorful, and magical Etherian forest whose borders stretched nearly to the edge of the Fright Zone. It was the location of the Great Rebellion's camp, and the very foliage would move to block entry by evil individuals.

The Whispering Woods was also home to a variety of magical animals and other creatures, including the Twiggets.

1987 SHE-RA COMICS (STAR)

The Star comics incorporated the Whispering Woods from the Filmation animated series but did not clearly elaborate upon its magical properties. They did, however, depict a mysterious cave within the woods full of crystalline structures. Light Hope could sometimes be found in the cave when he left Crystal Castle.

1985 GOLDEN SHE-RA BOOKS

The Golden books established that the Whispering Woods bordered the kingdom of Bright Moon to the south.

WHITE CITY OF MENOO

1984 UK WORLD (HE-MAN) ANNUALS

A great Eternian metropolis, the White City of Menoo was located within the Valley of Menoo, like a precious pearl within an oyster. The White City was reputed to be one of the most beautiful cities in Eternia, and its citizens were said to be the most hospitable. The city was ruled from the Palace of Menoo by King Contar.

At one time, Skeletor manipulated the king into declaring war against the kingdom of Eternia. The villain achieved this by claiming to have uncovered battle plans drawn up by Man-At-Arms, thus tricking Contar into believing that Eternia was planning treachery against his city. He-Man and Teela discovered that these plans of attack against the White City had been forged by the good Eternian artist Aldkar under duress after he had been kidnapped by Beast Man. When the heroes rescued Aldkar, the truth was revealed to King Contar.

WHITE HOLE

1983 FILMATION MOTU ANIMATED SERIES
Capable of great power, the White Hole was a phenomenon akin to a black hole, though not as dense. The dimension within the White Hole was almost indescribable, defying both science and logic. The strange interior possessed neither beginning nor end, with pathways and passageways that perpetually contradicted each other, and was filled with strange floating objects that, although posing no threat, seemed nonsensical. Dimensional gateways to other worlds would appear as whirlwinds in the sky. The White Hole was so powerful that one such gateway sucked Castle Grayskull into its very core.

WIDGET MINES

1983 FILMATION MOTU ANIMATED SERIES
Located within the Widgets' Fortress was an entrance that led deep down into the dimly lit Widget Mines, which contained many thousands of precious jewels. However, these mines also contained Corodite, a mineral with the potential to unlock great power. Whenever deposits of the valuable and dangerous Corodite were found, they were stored behind a locked door.

WIDGET WOODS

1983 FILMATION MOTU ANIMATED SERIES
The Widget Woods were located somewhere within the Evergreen Forest, possibly on the outskirts, judging by the lack of twisted trees nearby. These woods were home to the Widgets' Fortress, which contained the Widget Mines.

WIDGETS' FORTRESS

1983 FILMATION MOTU ANIMATED SERIES
The Widgets' Fortress was a relatively straightforward construction with turrets and ramparts from which the Widgets could repel any invading forces. The Widgets themselves lived in little buildings scattered around the fortress, while [illegible] the crucial Widget Mines was located on the far side of the fortress. The [illegible] mounted on top of the ramparts could be used to alert He-Man when he was needed.

WILDERNESS

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Wilderness was a large woodland area of Primus where He-Man and Mara fled to hide from Skeletor and the Mutants when they took control of the planet. It became the heroes' main base of operations, from which they launched strikes against the occupying Mutant forces.

WINDS OF TIME

1984 DC MOTU COMIC MAGAZINE
The Winds of Time blew through Chronos Canyon. A long time ago, a sorcerer who was also a time traveler passed through Chronos Canyon in his Time Box. His name was [illegible], and because of the magic embedded in the stones of Eternia, this created an ever-blowing time wind within the canyon.

The Winds of Time could be used to catapult anyone who jumped into them into either the past or the future. Skeletor used the Winds of Time to travel to Eternia's prehistory, together with King Hiss, intent on changing the course of history and preventing the Elders' victory over the Snake Men.

WITCH-TOWER

1984 KENNER MOTU AUDIO PLAY
Located inside the Land of the Gray Ones, the Witch-Tower was a ten-meter-tall structure built by Skeletor and the Gray Ones, hiding the skull of a giant within its walls. The Witch-Tower had the effect of subduing Orko's magic powers, most importantly those of Castle Grayskull itself, thus rendering powerless in turn both the Sorceress and the Power Sword. Prince Adam used a catapult to hurl Stratos and Roboto against the tower's walls, destroying it. As the giant skull within it was crushed, Orko's magic was restored, as well as that of all those drawing upon the Power of Grayskull.

WIZARD'S DIMENSION

1985 FILMATION POP ANIMATED SERIES
Within an old tree, an ancient wizard created his own dimension, a world within the world, so as to hide himself. The wizard hated visitors and created many magical barriers to repel them, leaving him alone in this dimension of his own making, which was beautiful but lonely.

WOEFUL MOUNTAIN

1985 FILMATION POP ANIMATED SERIES
Atop the jagged ridges and steep face of Woeful Mountain lay the lone dwelling of the wizard [illegible], Hordak's former mentor.

LOCATIONS

WOLK'S HOME

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
On the planet [illegible], a large Wyle named Wolk made his home in a small hut surrounded by a large forest.

WONDERLAND

[illegible] (NOT) NEWSPAPER SERIES
Wonderland was a fictional domain created by Lewis Carroll, author of the children's novels *Alice's Adventures in Wonderland* and *Through the Looking-Glass, and What Alice Found There*. Queen Marlena brought a copy of the first book, among several others, with her when she left Earth.

Due to a botched spell cast by Skeletor, He-Man was transported into his mother's book and traveled to Wonderland. He-Man encountered many of *Wonderland*'s cruel inhabitants and fantastical monsters on an adventure of his own.

WUGLY WARRENS

[illegible] SHE-RA COMIC MAGAZINES
Located deep beneath the Northern Mountains in the Kingdom of Snows, the *Wugly Warrens* were home to the Wuglies, a peaceful race of troll-like creatures ruled by King Rark. The Wuglies were undisturbed by the surface world until the Evil Horde set up mining operations in the lower warrens, digging for the only known Etherian deposits of [illegible], a mineral required by Hordak for his experiments. By damming an underground river, the Horde created a lake that flooded the great cavern, destroying the Wuglies' homes. When the snow above melted in the spring, the water would have nowhere to flow and would flood all the warrens, drowning the entire Wugly race.

When She-Ra stumbled upon the *Wugly Warrens* by accident, she discovered the Horde threat to the Wuglies' homes. With the help of Frosta, She-Ra destroyed the mining operation and sent the Hordesmen fleeing before diverting the river back to its natural course and blocking the tunnel to prevent anyone from using it as an entrance to the Wugly kingdom again. Upon returning to the surface, Frosta used her ice powers to seal the breach into the warrens so that the Wuglies could be left undisturbed and in peace once more.

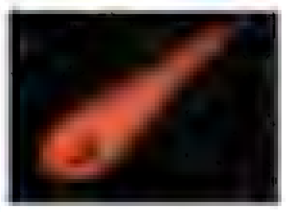
WORLD OAK

[illegible] GERMAN [illegible] CONDOR (NOT) COMICS
Growing in between all dimensions, the World Oak was the tree of life, carrying entire worlds like fruit on its protective branches. The World Oak emerged in Eternia in the vicinity of Castle Grayskull and grew by draining local peaceful energies, leaving vehicles powerless while energy weapons remained functional. Within the gigantic tree, the Masters of the Universe discovered that Skeletor had turned the sentient *World Oak* into a tree of destruction. After He-Man defeated Skeletor, the World Oak was free once again and resumed its well-meaning nature.

XARKORAN

[illegible] BRAZILIAN [illegible] ABRIL (NOT) COMICS
A large city in Eternia, Xarkoran was legendary for the beautiful tapestries, carpets, and utensils crafted by the nomads who paddled their wares in the local bazaar. Perched high atop Xarkoran's buildings, living gargoyles silently gazed down upon the bustling city. Many of the inhabitants and gargoyles alike were once enslaved by the evil giant [illegible] Gorgoras, who used a device known as the Sonar Amplifier to bend them to her will.

XENON'S COMET



[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Passing through the Tri-Solar System, Xenon's Comet was a celestial body that Skeletor attempted to divert toward the Galactic prison station, hoping to thus destroy both He-Man and Flogg.

XYGON

[illegible] GERMAN [illegible] (NOT) COMICS
Xygon, known as the Planet of the Extinct Ones, was the home world of the Xyks. The Xyks attempted to repopulate Xygon with beings abducted from other worlds.

YOLT'S HOUSE

1990 NEW ADVENTURES OF HE-MAN (ANIMATED SERIES)
Yolt lived a solitary life in a small hovel on the planet Cedus. His home was the site of the Mystic Forge.

ZAFFER

[illegible] MOTU CLASSICS
Zaffer was one of the smaller planets located deep within the Horde Empire, in the Eternian Dimension. The [illegible] surface of Zaffer suggested a perpetually severe weather pattern or perhaps highly industrialized constructions, similar to those of the sovereign planet of Horde World.

ZAGRAZ MOUNTAIN

1985 FILMATION MOTU ANIMATED SERIES
Zagraz Mountain was an impressive structure whose sections were [illegible] by a large entrance upon which ancient writings were carved. Zagraz himself had to remain upon the mountain at all times, as the [illegible] flying around its highest peak would veer off wildly in his absence, causing great destruction.

ZALESIA

OTHER NAMES:
Ruins of Zalesia

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The city of Zalesia, surrounded by lush forests and tall mountains protecting it on two sides, flourished in Eternia's ancient past. The city was bordered with round buildings and a large stone wall, and in its center stood high structures that towered over the valley decorated with enormous horned skulls. Deep in the woods near the city one could locate the Great Oracle and ask it for guidance.

Many years after the Spell of Separation was invoked by Hordak to rob half of the planet of its light, the city lay in ruin. Its forests and waters were gone, buried under the Sands of Fire, with only a single structure left standing. Entering the city's core required the magic incantation "[illegible]" and the use of a mystical jewel to seal a special symbol (encoded on the building's doorway) which caused the building to rise from the desert sand along one of the city's giant beast-like skulls. Beyond the doorway lay a staircase leading to the Temple of the Rain Stone, containing an artifact of great power guarded by Evil-Lyn's father the Faceless One. [illegible] the guardian within these temple's walls, which were entered twice for the purpose of stealing the Rain Stone: once by Evil-Lyn, and later by Count Marzo, after the Faceless One's daughter returned the talisman to him in secret.

[illegible] MOTU COMIC
In this comic iteration it was revealed that Zalesia was devastated in ancient times by an attack from the Snake Men deity Serpos, and since then had slowly decayed. While referred to in the animated continuity as a city, the comic version described Zalesia as a kingdom, suggesting a more expansive domain. The Faceless One resided in the ruins and kept a collection of books and personal treasures within the [illegible] beneath the Great Temple of the city. Sand Wolves lived underground in the vicinity of Zalesia. Also located nearby were the remnants of the Great Oracle's Temple.

[illegible] MOTU CLASSICS
Zalesia was reimagined with a different backstory in the Classics continuity as a large city located in the Horde Territory of [illegible]. Zalesia had been a civilization ruled by the sorcerer king Nikolas [illegible], a member of King Grayskull's Council of Elders and a guardian of Eternia's powerful magical artifacts, such as the Rain Stone and the Havoc Staff. Despite his best intentions, Nikolas broke the Truce of the Three Towers that had temporarily halted the Great Wars when he delivered his daughter Evil-Lyn. As a punishment for this transgression, Nikolas was transformed into a faceless phantom and forced to watch helplessly as the serpent deity Serpos destroyed his city before being [illegible] defeated by the Elders.

After the Spell of Separation changed Eternia's landscape forever, the ruins of the once-proud Zalesia were consigned to the Dark Hemisphere, located south of Snake Mountain. Thousands of years later Nikolas still lived in the ruins as the Faceless One, continuing to guard the relics of power and raising Evil-Lyn alone among the Zalesian ruins, having made a bargain with the magician He-Ro to save the child by transporting her to him in the future.

Later still, the Havoc Staff would no longer reside in Zalesia's ruins after the Faceless One finally gave it to the ambitious alchemist and sorcerer prince Keldor, who had come to seek it at Hordak's command, after the former warrior king had a vision that Keldor's offspring would share the guardian bloodline.

LOCATIONS

ZAL-KRON

[illegible] BRAZILIAN EDITORA ABRIL MOTU COMICS
Located in another dimension, Zal-Kron was a planet inhabited by beings made of living crystal. Their leader was the Guardian "Queen" Zal, Sovereign of Light.

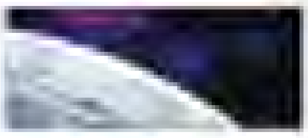
ZHAR

[illegible] BRAZILIAN EDITORA ABRIL MOTU COMICS
Zhar was the homeland of an ancient civilization that once existed in a remote, forested region of Eternia. The only evidence of Zhar's existence in the modern day was the ancient, lost Temple of Oak the Jadial God, which was guarded by a powerful wizard who described himself as the final priest of Oak.

ZHUR

[illegible] BRAZILIAN EDITORA ABRIL POP COMICS
The mysterious and magical planet of Zhur was the ancient home of Eternia's Great Mage. While the magic no longer seemed to reside on the mystical island, the powerful Dark Pearl could still be found there. Hordak and Shadow Weaver took the Dark Pearl from Zhur but after the pearl was safely recovered by She-Ra, Zhur sank back into the ocean.

ZIL



[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Supposedly, no life could exist on the planet Zil due to the confluence of massive tornadoes dominating the landscape. In reality, however, the tornadoes were actually a security system created by the secret inhabitants of Zil as a means of protection.

ZOAR'S NEST

[illegible] FILMATION MOTU ANIMATED SERIES
Positioned on a prominent ledge of a beautiful purple-hued mountain, Zoar's Nest was where the infant Teela was raised and protected. Man-At-Arms athletically scaled the mountain as a younger man, only to discover the astonishing sight of a human baby nestled in a cradle of twigs.

ZODAK'S LAIR

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The mystic Zodak was often found meditating in his retreat, located atop a high peak nestled among the Mystic Mountains. Resembling a mystical sky dojo, his lair was decorated with a cosmic-based tree that contrasted with the many exotic weapons that lined its walls, which bore glyphs reminiscent of those on his armor. One of the windows could be opened to allow Zodak to quickly depart on a flying disc he could summon at will, while another doubled as a screen to display images from the Orb of the Elders when Zodak called for a vision of the future.

On one occasion, Zodak was attacked in the sanctuary by Evil-Lyn, Kobra Khan, and General Rattlor, who broke in through a window in search of his battle staff, which they intended to steal for the fulfillment of a nefarious plan.

2003 MVCREATIONS MOTU COMICS
In this comic retelling of the same story, Zodak's lair was located in the remote snowy mountains of the Light Hemisphere and featured large carved details on the ceiling of the simple wooden room. In this version, Evil-Lyn employed a magical barrier to enable herself, Kobra Khan, and General Rattlor to make a stealthy entrance, but they were nevertheless detected by Zodak while they were hiding near the ceiling.

[illegible] MOTU COMICS
After the Great Wars, Zodak, the Mystic Enforcer, settled on his mountain retreat in the Mystic Mountains, in search of peace through meditation. After thousands of years, he was disturbed from this pursuit by Kobra Khan, a descendant of his Snake Men enemies, and Evil-Lyn. The villains infiltrated Zodak's home and stole his cosmic staff in order to release King Hiss and the Snake Men from their timeless prison under Snake Mountain.

ZOT

[illegible] POWER TOUR
Zot was a location on Eternia from which the famed Monkey Men hailed.

CHAPTER 4

VEHICLES & TRANSPORTATION

ADMIRAL SCURVY'S ESCAPE ROCKET

AFFILIATION
Evil Horde

[illegible] FILMATION HOTU ANIMATED SERIES
A four-passenger flying vehicle, the Escape Rocket was used by Admiral Scurvy to attempt to deliver She-Ra to Hordak before the Sea Hawk stopped him.

AERO-SHOOTER

AFFILIATION
[illegible]

SPECIAL ABILITIES
[illegible]

[illegible] UK HOTU COMIC MAGAZINES
[illegible]

AIR CAR

1985 FILMATION HOTU ANIMATED SERIES
The Air Car was a disk-shaped ship that could travel at incredible speeds with no visible means of propulsion. When the ship traveled through the skies, it was bathed in an iridescent glow.

AIR CART

AFFILIATION
[illegible]

[illegible]
A flying vehicle used by Skeletor and Beast Man to transport dragon eggs, the Air Cart had a large open back for transporting objects.

AIRSHIP

AFFILIATION
Reptile Man pirates

[illegible] GOLDEN HOTU BOOKS
The Airship was the flying transport of a group of Reptile Man pirates in league with Mer-Man. With their ship, they transported Mer-Man to one of the four pieces of the Sunbird. They captured the heroic Teela but failed to keep her captive on board their ship.

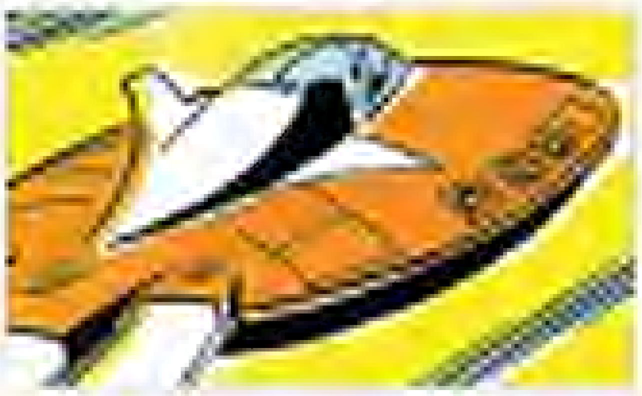
AIR-SHIP

AFFILIATION
Evil Warriors

[illegible] UK HOTU COMIC MAGAZINES
The blimp-like Air-Ship was used by Jitsu and Spikor in their invasion of the village of New Eternia. The vessel was very slow and basic, but it was the only vehicle quiet enough to enable the villains to sneak into the village unnoticed. He-Man later punctured the Air-Ship by hurling Spikor at it, causing it to burst after getting punctured by his sharp spikes.

ALIEN CRAFT

[illegible] UK MOTU COMIC MAGAZINES
The unnamed craft came from a distant world and was piloted by the robot Carto, a servant of Karn the Conqueror. The craft was a scout ship, one of more than a thousand such ships that Karn sent to different planets across the universe. The ship was equipped with puzzles to be solved by whoever found it. The puzzles were designed to test the intelligence, teamwork skills, logic, imagination, and courage of a planet's inhabitants. If the inhabitants passed the tests, they were considered too powerful for Karn to risk invading their planet.



ALIENS' SHIP

SPECIAL ABILITIES
Camouflage

[illegible] UK MOTU COMIC MAGAZINES
This unfriendly spacecraft was piloted by two aliens with the intention of pitting He-Man against Skeletor in a race. The outcome would resolve the war affecting the aliens' home world. The ship was fitted with a Chameleon Circuit that camouflaged the ship once it landed, preventing its detection.

ANDROID HORSE

OTHER NAMES
Strider

AFFILIATIONS
Heroic Warriors

[illegible] FILMATION MOTU ANIMATED SERIES
Designed and built by Man-At-Arms, the android horses possessed the characteristics and mannerisms of actual horses. However, the android horses would never grow tired and could be used to traverse great distances. Much later, one of the android horses was given the name Strider. Strider, as with all of the android horses, appeared to be a precursor to Stridor.

ANNIHILATOR

OTHER NAMES
Annihilator Air Space Cruiser

WEAPONRY
Laser Cannon

AFFILIATIONS
Evil Horde

SPECIAL ABILITIES
Flight Speed

[illegible] LADYBIRD MOTU BOOKS
In the Ladybird books, the Annihilator was big enough to store several Batmare fighters and Horde Scout Ships in its cargo hold. It was also armed with two laser cannons, a strong cable and a powerful winch, and two jet-propelled engines.

[illegible] FILMATION POP ANIMATED SERIES
The Annihilator was Hordak's personal command ship. Like many other vehicles in the Horde fleet, the Annihilator was adorned with the visage of Hordak himself, which was often instead of the evil Lord's [illegible] the Horde's bat sigil. The Annihilator often carried Hordak and at least one other high-ranking Horde member into battle.

[illegible] MARVEL STAR MOTU COMICS
In a departure from other presentations, the Marvel Star comics presented the Annihilator ships as a series of flying vehicles in the Horde fleet, though they were once again adorned with Hordak's face.

[illegible] UK MOTU COMIC MAGAZINES
Once more Hordak's personal ship in the UK comic magazines, the Annihilator was shown to be an enhanced Batmare vehicle rather than a standard model craft.

AQUASCOUT

AFFILIATIONS
Heroic Defenders

[illegible] [illegible] COMICS
The Aquascout was a submarine boat designed by Man-at-Arms to explore the underwater seas of Eternia.

ARCADIA VEHICLE

[illegible] [illegible] ANIMATED SERIES
The multi-passenger vehicle used by the female rulers of the city of Arcadia was capable of flight and transporting several passengers at once. The vehicle was blue and had two engines mounted on its sides.

ARTILLERAY

AFFILIATIONS
Evil Warriors

[illegible] [illegible] COMICS
The Artilleray was Skeletor's hovering tank cannon. The front-facing double cannon was capable of producing incredible destructive power.

ASTROSUB

AFFILIATIONS
Galactic Guardians

WEAPONS
Laser cannons
Missiles

SPECIAL ABILITIES
Flying in both outer space and planetary atmospheres
Diving underwater

[illegible] [illegible] ANNUAL
The Astrosubs were the main star fighters employed by the heroic Galactic Guardians. Astrosubs were designed to navigate both outer space and within a planet's atmosphere. The fighters could also transform into submarines for aquatic transport. Each Astrosub was capable of holding two warriors.

[illegible] [illegible] MINICOMICS
In the minicomics, an Astrosub was piloted by the Galactic Guardian Kayo who used it to track the whereabouts of the [illegible] Crystal after it was stolen by Flogg and his Mutants. Kayo used the Astrosub's submarine capability to chase the Evil Mutant Slush Head underwater during a battle near the [illegible] Observatory.

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Astrosubs were the primary attack crafts of the Galactic Guardians and proved effective in combating Mutant Shuttle pods in the animated series. Astrosubs also had numerous designations. At one point, teenagers Caz and [illegible] stole an Astrosub, designated Astrosub [illegible], when Skeletor lured them into a trap to find their missing mother.

ATTACK SQUID

AFFILIATIONS
Evil Warriors

SPECIAL ABILITY
Traveling underwater

[illegible] [illegible] ANIMATED SERIES
Attack Squids were robot squids equipped with metal tentacles and giant blades of armor [illegible] weapons systems. They appeared in a single episode of the cartoon series, summoned by Clawful to the Sea of Rakash to carry the Evil Warriors to Mer-Man's underwater lair in pursuit of the [illegible] Crystal.

ATTAK TRAK

TITLES
Battle Machine

OTHER NAMES
Flip Track

AFFILIATIONS
Heroic Warriors
Royal Family of Eternia
Masters of the Universe
Defenders of Eternia
Fighting Foe Men

WEAPONRY
Laser cannons

SPECIAL SKILLS
Traversing rough terrain
Artificial intelligence
Automatic piloting system

1983 DC MOTU MINICOMICS

The Attak Trak was a rugged land vehicle with a gold chassis, built by Man-At-Arms and used by the Heroic Warriors. Its mighty brown treads could navigate difficult terrain and overcome even the most challenging obstructions. Though designed for a single driver, it was large enough for passengers to ride holding on to its sides. The vehicle was also armed with laser guns capable of firing powerful blasts. In later appearances, the vehicle's color scheme was changed to red with blue treads, which matched the toy sold by Mattel.

1983 FILMATION MOTU ANIMATED SERIES

For the animated series, the vehicle's design was changed again, this time to feature a blue chassis with red treads. The Attak Trak was equipped with an artificial intelligence that could speak with the passengers. This boxcar "minivan" could carry multiple passengers in the front and two Sky Sleds or other cargo in the back. On top of the roof was a double barrelled swivel cannon that came in handy when enemies attacked from the air.

1985 GOLDEN MOTU BOOKS

Returning to the red-armored, single occupant transport that resembled the toy, the Attak Trak was still an armor plated vehicle in the Golden Books. It continued to serve the Heroic Warriors with its burrowing-like treads, which allowed it to traverse Eternia's tougher terrain.

1984 GERMAN MOTU AUDIO PLAYS

The Attak Trak was known as the Flip Track in the German audio plays, where the Masters of the Universe used it to get into areas that could not be traversed by other means. Man-At-Arms was again credited with building the all-terrain vehicle.

1984 GERMAN INTERPART CONDOR MOTU COMICS

Sporting a red body with blue treads but referred to as the Flip Trak, the vehicle was armed with two laser cannons and used for all-terrain manoeuvres through impassable areas.

1984 UK WORLD MOTU ANNUALS

Once more called the Attak Trak, the vehicle was cleverly outfitted with a special device that made it impossible for Skeletor and his minions to drive it. As soon as the Attak Trak sensed the presence of evil, it behaved like a wild horse and began to buck and rear until the villains were thrown off of it.

1986 UK MOTU COMIC MAGAZINES
In its other incarnations, the Attak Trak was a single-occupant combat vehicle in the UK comic magazines. Thanks to its elliptical wheels, the Heroic Warriors could quickly traverse Eternia and propel themselves into battle.

2002 MVCREATIONS MOTU COMICS
The Attak Trak retained its general appearance and origin as a creation of Man-At-Arms in the 2002 MVCreations comics, in addition to the laser cannons on its sides. It was also outfitted with a holder for a club. The front had an animal-themed design, with the appearance of teeth and headlights for eyes, details also seen in the Monogram model kit version of the vehicle. It was again mainly a single-passenger transport, but it was built specifically to travel in the jungle at a faster speed than the large, lumbering Dragon Walkers.

2011 MOTU CLASSICS
While the Attak Trak was not included in the Masters of the Universe Classics toy line at the time this book was published, the biography for the Fighting Foe Men suggested that the character Shield Maiden Sherrilyn was the creator of a war machine that would have resembled the original Attak Trak. Her red armor with red and yellow designs recalled the original design of the Attak Trak, and her ray gun and shield resembled the Attak Trak's cannons and elliptical treads, respectively. Unlike the drivers of the Attak Trak in previous incarnations, Sherrilyn was a pirate who used her transport to terrorize the countryside. Sherrilyn's design was based on the heavily armored pilot appearing

on the box art for the Monogram Attak Trak model kit, which shared the same design as the original toy but had Filmation's color scheme with red treads and a blue body.

2012 DC MOTU COMICS
The Attak Trak was again a large, tank-like vehicle used by the Heroic Warriors in the 2012 DC comics; however, the colors changed once again: to resemble the transport from the Filmation cartoon with a blue body and red treads, in a new continuity, an Attak Trak appeared with a red body and yellow treads.

AVION HANG GLIDER

AFFILIATIONS
Bird People of Avion

1983 LADYBIRD MOTU BOOKS
The Avion Hang Glider was a contraption made by the Bird People of Avion to help He-Man. He-Man used this glider to escape the large pinnacle on which he was trapped in the Mystic Mountains.

BASHASAURUS

AFFILIATIONS
Heroic Warriors

WEAPONRY
Mighty mace
Thrown ball

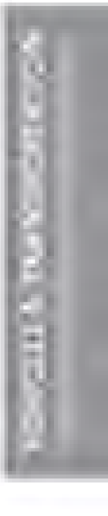
SPECIAL ABILITIES
Super strength
Clearing rocky terrain

1985 MOTU MINICOMICS
The Bashasaurus was a red, dinosaur-themed vehicle with a large mace on its side. At the mace's end was a massive ball festooned with blunt spikes that could smash down with immense force and deliver devastating blows to the forces of evil. The front of the vehicle was adorned with a metallic, dinosaur-like head resembling Earth's triceratops or Eternia's own Bonesaur.

1985 GOLDEN MOTU BOOKS
Unlike the toy and minicomic appearances, where it could only carry one occupant, the Bashasaurus was shown to be a two-person vehicle driven by He-Man and the Heroic Warriors in the Golden books.

1986 UK WORLD MOTU ANNUALS
With the Bashasaurus's huge battle ball mounted on its end, the vehicle could smash through any obstacles in its path.

1986 UK MOTU COMIC MAGAZINES
The Bashasaurus and its abilities were unchanged in the UK comic magazines. However, its mace was shown to be powerful enough to break through solid rock.



BASHER

AFFILIATIONS
Evil Warriors

WEAPONRY
Extendable battering ram
Laser cannon

SPECIAL ABILITIES
Flight

[illegible] FILMATION (HOTU ANIMATED SERIES)
The Basher was a multipassenger flying vehicle used by Skeletor and his warriors in many episodes as a primary means of transportation and flight. The Basher possessed engines on each of its wings and a pronounced tail fin similar to a shark's dorsal fin. The ship's name came from a battering ram that emerged from a front diamond-shaped panel in order to ram opponents and obstacles. The Basher could also fire lasers from a cannon that was sometimes attached to the front diamond panel.

BASHIN' BEETLE

AFFILIATIONS
Masters of the Universe

WEAPONRY
Giant swinging club with large spiked ball
Grabbing pincers

[illegible] MIKE YOUNG PRODUCTIONS (HOTU ANIMATED SERIES)
The Bashin' Beetle was created by Man-At-Arms as a fast-moving assault vehicle with grabbing pincers in front and a giant club in the back with a pendulum back attack. The transport was used for the first time in battle by Man-At-Arms to help defeat a group of giant Sand Worms enemies unleashed [illegible] and the Masters of the Universe in the Sands of Time. The Bashin' Beetle was later used to defend the Royal Palace of Eternos against a horde of Shadow Beasts, blinding the creatures with its headlights and making use of its powerful spiked club to pound one of them into the ground. The vehicle was eventually stolen by Tank Sai and Whiplash during a prison break and was later destroyed while battling the Masters outside of Castle Grayskull. The evil giant Chameleon crushed the Bashin' Beetle with his huge mace, exerting enough force to send the Bashin' Beetle's club flying into the air, nearly colliding with a Battle Hawk.

[illegible] MVCREATIONS (HOTU COMICS)
The MVCreations Bashin' Beetle carried one operator in the driver's seat and a passenger in the side cockpit. Prior to the transport's destruction in the cartoon, Man-At-Arms was shown performing maintenance on it with Prince Adam and Teela's help in the comic.

BAT PAK

AFFILIATION
Evil Horde

SPECIAL ABILITY
Flight

[illegible] (HOTU MAGAZINE)
The Evil Horde used the Bat Pak as an escape vehicle. Its wings were collapsible for easy portability while mounted on a warrior's back. Unfolded, the Bat Pak bestowed the power of flight.

BATHYSPHERE

AFFILIATIONS
Evil Warriors

SPECIAL ABILITIES
Underwater travel
Deploying mechanical sea monsters to attack [illegible]

[illegible] FILMATION (HOTU ANIMATED SERIES)
The Bathysphere was the Evil Warrior Mer-Man's stingray-shaped submarine from which he launched his new mechanical sea monsters against Eternian fisherman Jandy's small fishing boat.

BAT-MEK

TITLES
Android fighters
[illegible] Horde Fliers

OTHER NAMES
Batmeks
Batmeks

AFFILIATIONS
Evil Horde

WEAPONRY
Dual laser cannons

SPECIAL ABILITIES
Blast power
Flight
[illegible]

[illegible] LADYBIRD (HOTU BOOKS)
Bat-Meks were also called "Batmeks" or "Batmeks" in the Ladybird books. They were one-man jet-propelled fighters that could fly in space as well as in the sky. While they were depicted with Horde pilots, they were also described at times as Android Fliers. Armed with laser cannons, the Bat-Meks attacked Horde enemies with great ferocity and speed.

[illegible] UK [illegible] (HOTU ANNUALS)
Called "Batmeks" or sometimes "Batmeks," the Horde Fliers were mostly depicted as one-man, jet-propelled star fighters and sky fighters armed with laser cannons.

[illegible] FILMATION POP ANIMATED SERIES
The Bat-Marks were sleek black and red robotic airships that resembled huge flying bats and made up the bulk of the Horde's aerial fleet on the planet Etheria. While they required no physical pilots, they still had cockpits and could be piloted by a living occupant. The Rebels were able to capture a lone Bat-Mark and flew it against the Horde in battle.

[illegible] UK MOTU COMIC MAGAZINES
The (illegible) Batwings appeared in the UK comics. The winged Horde fighters were produced in Horde-controlled factories on Etheria and used by the Horde on both Etheria and Eternia.

BATTLE BIRD

[illegible]
Flight

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Battle Bird was a combat vehicle created by the scientists Gepple, Alcon, Kara, and Meltdar during the Mutant occupation of their home world, Primus. With He-Man and the Rebels hiding in the wilderness, resources were short, and the scientists used parts from the enemy's [illegible] vehicles to construct the new Battle Birds to fight the Mutants and eventually drive them off of Primus.

BATTLE CHARIOT

[illegible]
Heroic Warriors
Defenders of Trolla

[illegible]
Laser Cannon

[illegible] MOTU MINICOMICS
The Battle Chariot was a relatively small vehicle ridden by Man-At-Arms in the early minicomics. It was blue and sported large rear wheels with smaller wheels at its front. There was a rudimentary seat in the center of the vehicle, though the rider would typically stand with his feet apart while driving the Battle Chariot. A laser cannon was mounted on the front.

[illegible] MOTU CLASSICS
The Battle Chariot appeared in the Classics minicomics as a ground transport vehicle on the planet Trolla, where it was used by the planet's Defenders. The Defender known as [illegible] drove a Battle Ram Chariot into battle against the Revenge Squad while carrying fellow Defender [illegible]. The chariot was green with yellow wheels.

BATTLE CRUISER

[illegible]
Horde Destroyer

[illegible]
Evil Horde

[illegible]
Heavy armaments
Energy web

[illegible] FILMATION POP ANIMATED SERIES
The Evil Horde used their seafaring Battle Cruisers in their naval attacks on the planet Etheria. The ships worked together to create an energy web that trapped their enemies inside a force field. Also known as Horde Destroyers, they were heavily armed instruments of naval warfare and an intimidating presence on Etheria's seas.

BATTLE HAWK

[illegible]
Masters of the Universe
Defenders of Eternia

[illegible]
Dual laser cannons

[illegible]
Stealth shielding capabilities

[illegible] MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
Battle Hawks were fast, flying assault crafts used in defense of the Eternos kingdom. Mimicking the appearance of a bird, the single-occupant vehicle could land on its large metal claws. Its dual laser cannons reached out on either side of its beak-shaped nose to deliver punishing energy bolts upon its targets. In Eternia's past, Battle Hawks aided Captain Randor's army of the Royal Eternian Guard to defeat Count Marzo in his pursuit of the Hall of Wisdom. Years later He-Man and Teela flew Battle Hawks in battle against the Bat Warriors' [illegible] over the Vine Jungle. In addition to their combat role, the Battle Hawks were also used to provide relief, transporting supplies to the Royal Palace after a disaster and carrying the Masters of the Universe quickly and safely across Eternia. Many Battle Hawks were damaged and destroyed in the cartoon series. In one scene, three Battle Hawks were (apparently) an explosion created by the destruction of the Cosmic Crystal outside of Castle Grayskull.

[illegible] MOTU MINI COMICS

Similar to its appearance in the 2002 cartoon series, the Battle Hawk remained a bird-themed air transport, though it was shown at times to comprise occupants, a pilot and one passenger. The Battle Hawk also had an autopilot function activated simply by the pilot saying "auto" rather [illegible]. The wings hid cannons inside of them, in addition to the larger laser cannons mounted on the Battle Hawk's front. Battle Hawks also possessed long-range stealth shielding capabilities to hide them from enemies.

BATTLE RAM

TITLE
Mobile Launcher

OTHER NAMES
Sky Sled

AFFILIATIONS
Heroic Warriors,
Masters of the Universe

WEAPONRY
Laser cannon,
Battering ram missile

SPECIAL ABILITIES
Flight

1982 MOTU MINICOMICS

From its earliest appearances, the Battle Ram was a high-powered war machine used by the Heroic Warriors in their battles against Skeletor's forces. It had thick wheels that allowed it to move over the rocky Eternian terrain. The Battle Ram was so named for its ability to fire devastating battering ram missiles.

The Battle Ram was designed with a blue color and a griffin-like head as its figurehead. The front end could detach and become a Sky Sled, an air vehicle with a mounted laser cannon beneath the griffin figurehead.

In the earliest stories, the Sky Sled featured a space warp device which allowed it and its rider to "vanish and reappear somewhere else."

1983 FILMATION MOTU ANIMATED SERIES

The Battle Ram's animation appearance was faithful to its toy and minicomic design as a large land vehicle that could separate into two sections. The rear was the large ram-launching portion that could fire a ram beam capable of smashing through a general force field, although it was not strong enough to penetrate the magical force field created by the Dragonpearl. The front portion of the Battle Ram was the Sky Sled, which could detach from the rear part and take flight.

1983 GOLDEN MOTU BOOKS & 1985 LADYBIRD MOTU BOOKS

The Battle Ram continued to feature its signature separating capability and feasible launcher and Sky Sled versions. While the front became the Sky Sled, the rear section continued to function as a stationary catapult capable of firing its battering ram missiles at the enemy.

1984 UK WORLD MOTU ANNUALS

Credit for building the remarkable Battle Ram was given to Man-At-Arms, illustrating his versatility and skill. He was shown utilizing a version of the vehicle which was an early prototype of the Battle Ram.

1984 GERMAN INTERPART-CONDOR MOTU COMICS

In the German comic the Battle Ram was mostly unchanged, although its Sky Sled glider was equipped with a force field that enabled its pilot to fly into space. The rear section continued to function as a mobile battering ram and rocket launcher. While He-Man occasionally used the Battle Ram, it continued to serve mostly as the vehicle of Man-At-Arms.

1986 UK MOTU COMIC MAGAZINES

The Heroic Warriors used the Battle Ram to smash through solid walls, while the ram projectile—in addition to being a powerful weapon—could also be used to fire a grappling hook and rope, allowing the warriors to climb high precipices.

2008 MOTU CLASSICS

In *Classics*, the Battle Ram was a two-occupant ground assault transport with handles on the rear portion of the vehicle as well as the driver's controls on the front. As in previous incarnations, the front piloting module could detach and fly as a Sky Sled. Continuing the transport's traditional association with Man-At-Arms, an unhelmeted version of the character was included with the Battle Ram toy in the Classics toy line.

[illegible]

BATTLE RAM CHARIOT

TITLES
Skeletor's [illegible] vehicle

AFFILIATIONS
Evil Warriors

WEAPONRY
Ram horns
Spiked wheels

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The Ram Chariot appeared early on in the cartoon series and was used by Skeletor as his personal transport. He seemed to favor it over Panthor for transportation. Not to be confused with the Battle Ram from the original toy line, the Ram Chariot (sold as the Battle Ram Chariot in the 2002 toy line) had three spiked wheels and was pulled by [illegible] used to charge through enemy lines as it sped across Eternia's landscape. The chariot's [illegible] was left a mystery in the cartoon series, but it had no reins or steering wheel to guide it and seemed to move independently without any commands given to it. This apparently invisible control system was possibly based on magic.

BATTLE TANK

AFFILIATIONS
Masters of the Universe

WEAPONRY
Energy cannon

2003 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

The four-wheeled, armored Battle Tanks were produced in large quantities by Man-At-Arms in his workshop. Their primary function was to serve as a war machine for the Royal Eternian Guard, protecting the Royal Palace from attackers; however, they also proved useful in reconstruction projects repairing damage to the palace and the city. While Battle Tanks served primarily as fast-moving, single-seated transport vehicles, they concealed a sizable cannon under the front hood. The energy cannon appeared only briefly when the vehicle transported Teela and the Masters of the Universe across the Sands of Time. Other, larger tanks served as mobile artillery, brought to bear against Tri-Klops's army of [illegible] warriors, and then later to defend against the rampaging snake god Serpos.

2012 DC COMICS MOTU GRAPHIC COMICS

Man-At-Arms appeared riding a Battle Tank into battle after racing from the Royal Palace to help He-Man defend Castle Grayskull from Skeletor. Although Man-At-Arms arrived after He-Man had already defeated their enemy, the Battle Tank appeared to have keyhole power with a Sky Sled and the winged version [illegible].

BATTLESHIP

1986 UK MOTU COMIC MAGAZINES

The Battleship was a massive spacecraft under construction by a race of evil robots serving the vengeful Great Rono, which was intent on wreaking war by wiping out all organic life from the universe. The robots' plan was to use the entire technological components from a conquered target planet in order to convert its moon into a new giant Battleship. However, natives from the target planet stowed away on the robots' salvage ships and traveled to the hollowed-out interior of the moon, where they sent out a distress call. The distress call was picked up on Eternia by He-Man and Roboto, who traveled to the planet and learned the story from the natives. In the hollowed-out moon, they fought the evil robots and defeated the Great Rono, thus preventing the construction of the Battleship.

BATTLEWAGON

AFFILIATIONS:
Evil Warriors

WEAPONS:
Vast arsenal
Drill system
Multiple laser cannons

1983 FILMATION MOTU ANIMATED SERIES
Created by Skeletor, the Battlewagon was a huge machine that ran on treads. It had a large arsenal of weaponry, including a claw that would swing out to grab an opponent. It could also fire a laser blast from an innocent-looking gun at the front of the vehicle. The Battlewagon's pilot sat beneath a glass dome atop the vehicle's chassis, from which he could oversee the battlefield.

BEAM BLASTER

AFFILIATIONS:
Heroic Warriors

WEAPONS:
Laser cannon

1983 MARVEL STAR MOTU COMICS
The Beam Blaster was a one-man laser cannon and chest armor combined. The oversized armor could deliver a powerful laser beam blast to enemy troops and vehicles.

BENDARI SPACESHIP

AFFILIATION:
Bendari aliens

SPECIAL ABILITIES:
Traveling to distant galaxies and hyperspace to Eternia

1985 FILMATION MOTU ANIMATED SERIES
The Bendari spaceship was a large flying saucer-style vehicle with lighted towers on its top and blinking lights throughout. The ship carried the Bendari to Eternia in search of two of its most powerful warriors, who would help them understand the difference between good and evil.

BLACK OMEGA TRANSPORT SHIP

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Black Omega Transport Ship was a vessel used by an Evil Mutant early named Maxx to transport the Black Omega, a deadly gas mined by his enslaved workers on the snowy planet Omega-4. The Black Omega had the capability to destroy the protective shield around the planet Primus, and Maxx hoped to harvest and weaponize the gas.

BLACK PEARL

SPECIAL ABILITIES:
Spacefaring and underwater travel

1986 BRAZILIAN EDITORA ABRIL MOTU COMICS
The Black Pearl was an interstellar spaceship used by the alien villain Shuva. The ship resembled its namesake: a large round pearl with a smooth, polished surface. The Black Pearl could also function as a submarine capable of traveling underwater as well as in outer space.

BLASTER HAWK

TITLES [illegible]
Heroic Land & Sky Craft [illegible]

AFFILIATION
Heroic Warriors
Masters of the Universe

WEAPONRY
Energy disk blaster

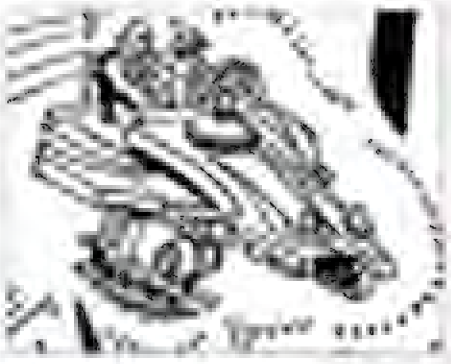
SPECIAL ABILITIES
Ground and flight modes

[illegible] MOTU MINICOMICS & UK WORLD MOTU ANNUALS

The Blaster Hawk was a large combat vehicle employed by the Heroic Warriors. Sy-Klone described it as "one of the most important weapons in our arsenal." It was larger than most other vehicles and named for its bird-inspired appearance and its ability to blast disk projectiles at enemies. The Blaster Hawk could be used in both ground and air combat. It was mostly utilized as a flying vehicle, despite the large treads on its base for navigating Eternia's rugged terrain.

[illegible] GERMAN MOTU AUDIO PLAYS

The Blaster Hawk was presented as a new weapon built by Man-At-Arms to help defend against the Monster Warriors. As in the minicomics and the World annual magazine, the Blaster Hawk was a large vehicle with the signature ability to travel both on land and by air; however, it also provided space for several passengers besides the pilot. The vehicle consisted of two parts, an upper flight section and a lower driving section, but both sections worked separately if needed. Only the upper section could fire the large energy disks.



[illegible] MARVEL STAR MOTU COMICS

In Marvel's Star Comics, the Blaster Hawk was one of Eternia's most sophisticated weapons, firing stun disks from the "mouth" of the vehicle to take down scores of enemy targets.

[illegible] UK MOTU COMIC MAGAZINES

While the Blaster Hawk retained the same abilities as in its previous incarnations, it was noted for being able to travel at amazing speeds to catch up with its enemies. The separation of its two sections now followed the flick of a switch and the input of a computer entry code. The Blaster Hawk could pinpoint attacking vehicles and targets with electronic sensors.

[illegible] GERMAN EHAPA MOTU COMICS

Still able to carry two passengers and shoot powerful disks at enemy targets, the Blaster Hawk was primarily used to fly across Eternia in the German Ehapa comics, while the lower tank section was put to use on the ground.

[illegible] MOTU CLASSICS

The Blaster Hawks were primarily used as air support in the Classics canon and were flown by the Masters of the Universe during King Randor's reign. A squadron of Blaster Hawks led by the heroic Sky High fought a fleet of Horde Bow Jets and King Hiss's new Snake Strike Squad during the Second Ultimate Battleground. They were not always effective, as the giant Horde cyborg Ultrahawk tore through another full squadron of Blaster Hawks during the same battle.

BLATAZEEN 5

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Blatazeen 5 was a large spacecraft full of deadly Miasma Gas. It was crewed by robots and programmed to roam the Tri-Solar Galaxy indefinitely. When a space storm threw it on a course that would have collided with Primus, He-Man and several of the newest Galactic Guardians, including Flipshot and Sprocket, took on their first mission together in order to stop the deadly collision.

BOA JET

AFFILIATION: Evil Horde

SPECIAL ABILITIES: Flight

[illegible] MOTU CLASSICS

Boa Jets were space and air attack craft used by the Horde. During the Second Ultimate Battleground, a fleet of Horde Boa Jets clashed with a squadron of King Randor's Blaster Hawks. Boa Jets were not always piloted by the Horde. Prior to their coming to Eternia, the mercenary criminals Kronis and Saurina tried to escape a Horde Patrol Unit in a Boa Jet. The Boa Jets did not have any known connection to the similarly-named Bolajets used by the Galactic Protectors on the planet Primus in the Tri-Solar System.

BOLAJET

AFFILIATIONS: Galactic Guardians

WEAPONRY: Bolas or bolacyclones

SPECIAL ABILITIES: Low altitude flight

[illegible] UK WORLD HOLIDAY ANNUALS

The Bolajets were advanced aerial vehicles that operated close to the ground. The Galactic Guardians used them for both combat purposes and fast transportation on the planet Primus. The Bolajet strongly resembled a single-occupant motorcycle. It could fire a pair of bolas, or bolacyclones, from the twin turbo jet ports in order to capture enemies in battle.

[illegible] HE-MAN MINICOMICS

The Bolajet was a high-speed flying vehicle capable of remarkable aerial maneuvers, particularly when flown by the talented pilot Lieutenant Flipshot.

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

In the animated series, the Bolajet was a Primus land vehicle, again used in both civilian and military life. It could still fire a pair of bolas attached to an energy cord that immobilized enemies by wrapping around them.

BOW'S GLIDER

AFFILIATION: Great Rebellion

SPECIAL ABILITIES: Flight

[illegible] FILMATION POP ANIMATED SERIES

Bow's glider was only once piloted by the Rebel marksman. Its design enabled Bow to free his hands for brief periods of time in order to use his bow and arrow. After many failed initial tests, Bow was finally able to soar into battle firing arrows at the Horde from above.

BRIGHT HOPE

AFFILIATION: Great Rebellion

[illegible] FILMATION POP ANIMATED SERIES

The Bright Hope was the ship purchased by She-Ra on the planet Tyrria to sail to the Mines of Mondor. When no one in the port town of Graydor would lend us the money with her, She-Ra renamed the simple sailing vessel the Bright Hope, most likely after her ally Light Hope on Etheria.

While She-Ra and her Rebel friends made it to shore, the Bright Hope did not survive the storm created by Shadow Weaver.

BUBBLE CARRIAGE

SPECIAL ABILITIES
Creating magic bubbles

SHE-RA MINICOMICS
The Bubble Carriage was a beautiful transport vehicle used by She-Ra and the members of the Great Rebellion. The carriage had a magnificent white dove as its figurehead and four pink wheels, but its most striking characteristic was the clear, bubble-like dome through which its passengers were visible. As it rode along, the carriage could produce a multitude of glistening bubbles in its wake.

CASTLE GRAYSKULL SPACECRAFT

AFFILIATIONS
Heroic Warriors
Great Rebellion

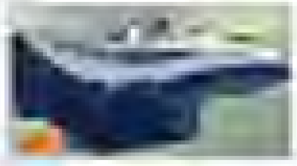
SPECIAL ABILITIES
Space travel

UK [illegible] MAGAZINE
Castle Grayskull had a spacecraft of its own for emergency use. He-Man and She-Ra used the spacecraft to travel to Horde Prime's space fortress when Prince [illegible] managed to secure both halves of the Sword of Evil.

CATRA'S AIRCRAFT

AFFILIATIONS
Evil Horde

1985 FILMATION POP ANIMATED SERIES
Catra's aircraft was a single-occupant vehicle that flew with a vaguely feline-shaped front. The vessel had a covered cockpit and two jets [illegible] off the rear-mounted wings.



CATRA'S COMMAND CAR

AFFILIATIONS
Evil Horde

WEAPONRY
Top-mounted Cannon

1985 FILMATION POP ANIMATED SERIES
Catra's Command Car was an open-air jeep-like vehicle she used as a troop transport along with her attack force. The Command Car was painted gray, typical for a Horde vehicle, with a cannon mounted on its roof.

CARAVAN

SPECIAL ABILITIES
Hovering

UK POP COMIC MAGAZINES
The Caravan was a hovering transport vehicle used by a tribe of nomadic desert travelers in the Crimson Wastes, led by the merchant [illegible]. They had to be on their guard at all times, as the Horde plundered many other caravans in the desert.

CLAWDAD

AFFILIATIONS
Evil Horde

WEAPONRY
Metal claws

SPECIAL ABILITIES
Underwater salvage capabilities

FILMATION POP ANIMATED SERIES
The Clawdad was an underwater recovery vehicle, gray like most Horde vehicles and shaped like a crayfish or crawdad. At the bottom of the Etherian Sea, the Clawdad's metal claws could grab onto ships that the Horde wanted to salvage. Although it could carry passengers, the Clawdad acted like a robot remotely controlled by a Horde ship on the surface.

CLIFF CLIMBER

AFFILIATIONS
Heroic Warriors

MARVEL STAR COMICS
Another of Man-At-Arms' creations, the Cliff Climber was high-tech climbing gear that could be used to scale even the steepest mountains.

COLLECTOR

[illegible] FILMATION 1980s ANIMATED SERIES

The Collector was Skeletor's personal flying ship, named for its specially designed ability to "collect" enemies by turning them into stone and harvesting their life energy. Skeletor created the ship with the intention of using its abilities to resurrect the sleeping stone giant Colossor. Skeletor also used the Collector to infuse life into statues, turning them against He-Man and his allies. The Collector resembled a large dark blue skull with a yellow visor-like windshield where the eyes would be and two large, pincer-like claws that acted as energy weapons. The vessel also had a spine-like row of sharp fins along the top of its hull and a single door on the side. Although He-Man seemingly caused Skeletor and the Collector to crash and plunge into the bottomless gorge around Castle Grayskull, both Skeletor and his ship later returned. He no longer employed its life-force-draining capability and used it mainly as a simple attack craft and as transportation.

[illegible] FILMATION 1980s/POP ANIMATED CHRISTMAS SPECIAL
The Collector returned briefly as Skeletor's transport during an attack on the Royal Palace. He-Man easily broke through the ship's hull to thwart the villain.

AFFILIATIONS
Evil Warriors

WEAPONS
Energy weapons

SPECIAL ABILITIES
[illegible]

COLLECTOR'S SHIP

[illegible] DC COMIC MAGAZINE
The Collector traveled the universe in a high-tech spacecraft on which he imprisoned the heroes he captured in gravitubes. The ship was defended by his robotic servant. After He-Man and Man-At-Arms rescued the captives, the Collector abandoned his ship, but the heroic prisoners remained onboard to ensure all of the captives could be returned to their respective home worlds.

COLOSSUS

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Colossus was a Primus spaceship similar in design to the Starship Eternia but much larger in size. It was used to carry other Primus vehicles into battle and was often commanded by Artilla.

COUNT MARZO'S DOOM BUSTER

[illegible] FILMATION 1980s ANIMATED SERIES
Count Marzo's Doom Buster was a surprisingly large green multipassenger airship that could travel at great speeds. It had wings with thrusters on either side, as well as a large, imposing spoiler. A large M for "Marzo" adorned the vessel's roof.

COUNT MARZO'S SHIP

[illegible] FILMATION 1980s ANIMATED SERIES
Count Marzo's ship was a multipassenger shuttle with two red wings and a crooked, almost serpentine body. The ship boasted a more technologically advanced appearance than many other ships used on Eternia, which may account for Marzo's various journeys to Trolla and other regions in the universe.

CRITA'S TANK

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Crita's tank was a large purple vehicle the villain used to lead her Cleanse troopers into battle.

CUSTOMIZED SHUTTLE POD

AFFILIATION
Evil Mutants

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Skeletor customized his shuttle pod with a Chrostium coating which would blind any pilots that saw it. He used it to sneak past the satellite around Primus without being spotted.

DISTRUCTO TANK

Affiliations
Evil Horde

[illegible] [illegible] ANIMATED SERIES

The Distructo Tank was an armored vehicle with metal treads and top-mounted cannons, often used by the Horde as heavy ground assault vehicles on Etheria. The tanks had several designs, including one with Horde leader Hordak's likeness, which was common for Horde vehicles, and another, more unique design with the appearance of a beaked monster with sharp teeth.

The Distructo Tanks sporting Hordak's likeness were used on Etheria but also employed by the Horde during their attack upon the Royal Palace of Eternia when Adam and Adora were infants.

[illegible] MARVEL STAR COMICS

For the comics, only the Distructo Tanks with Hordak's face appeared rather than the usual monster's face, and they also sported side cannons to make them even deadlier.

DISC-FLYER

Other Names
[illegible]

Affiliations
Evil Warriors

Special Abilities
[illegible]

[illegible] [illegible] COMIC MAGAZINE

The [illegible], disk-shaped one-man flying craft was armed with twin laser cannons and piloted by Trap Jaw on a mission to the royal woods to capture Man-At-Arms.

DIPPER'S SHUTTLE CRAFT

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Dipper's Shuttle Craft was a small disc stolen by Skeletor from Captain Dipper's space caravan. Skeletor used it to bypass the protective shield around Primus. Slush Head warned Skeletor that Dipper wasn't going to be happy when he found out it was gone.

DISK RIDER

Other Names
Hoverboard
Hover Disc
Flying Disc
Jet Disk

Affiliations
Snake Men
Evil Warriors
Masters of the Universe

Special Abilities
Hovering
Flight

[illegible] MOTU MINICOMIC

The Snake Men used a small vehicle called a Flying Disc. With its circular shape, it most resembled a gold shield.

[illegible] MOTU FILM

Jet Disks, which were more technological in appearance than the Flying Discs, were hovering platforms on which robotic [illegible] Centurions swooped over the battlefield as part of Skeletor's invasion force when he arrived on Earth. Their function remained the same as the Flying Discs, but they could only carry one rider at a time. He-Man knocked one Centurion off of his disk and then used it to engage the other Centurions and the rest of Skeletor's forces.

[illegible] MARVEL STAR MOTU MOVIE ADAPTATION

In the comic adaptation of the movie, the disks were called Hover Discs and were used by Skeletor's troops during their invasion of Earth to recover the Cosmic Key. The Hover Discs were single-occupant flying saucer-like vehicles where the pilot could sit down in an open cockpit. As in the movie, He-Man hijacked one of these disks to confront Skeletor during the battle on Earth.

[illegible] [illegible] PRODUCTIONS MOTU ANIMATED SERIES

Disk Riders, also called Hoverboards, were very similar to the Flying Discs and Jet Disks from previous canons. Designed to carry a single person, the disks could hover in the air and were used by the Masters of the Universe during [illegible] training. Due to the [illegible] [illegible], a Hoverboard could [illegible] but grow large enough to carry a person. Teela also [illegible] a button on the Hoverboard to make it expand to [illegible] and carry Man-At-Arms as well. Teela and Adam used the disks to [illegible] the Royal Palace [illegible] revealing the Sword of Power and becoming He-Man.

[illegible] REVELATIONS MOTU COMIC

Referred to as Hoverboards, the Disk Riders had three propulsion units on the underside allowing them to fly over Royal Palace [illegible]. Thanks to [illegible] technology, the Hoverboards could also change their size to become small enough to fit inside of a jacket pocket. There were no clear indications of how high a Hoverboard could fly, but if its bottom got a [illegible] element like [illegible] [illegible], it stopped functioning and would crash into the ground.

[illegible] REVELATIONS MOTU [illegible] COMIC

Man-At-Arms used a Hoverboard to follow He-Man to the Enchanted Forest, where they intended to use his newly invented Smash Blade to traverse the forest's treacherous foliage and keep Skeletor from obtaining the [illegible] of [illegible] hidden within.

DOOM BALLOON

AFFILIATION:
[illegible]

SPECIAL ABILITIES:
Harnessing the power of lightning

[illegible] FILMATION POP ANIMATED SERIES
The Doom Balloon, a flying zeppelin vehicle, was one of Hordak's more dangerous weapons. The Doom Balloon attracted lightning and released it against chosen targets with destructive force. Although She-Ra destroyed the balloon by blocking the lightning attack with her sword, the resulting power crackled the stone in her sword, transforming her back into Adora when she fell out of sight. Hordak's victory went unnoticed, as the Doom Balloon's gondola was capable of flight as well and transported him to a safe retreat after the balloon itself had disintegrated.

DOOM BUSTER

AFFILIATION:
Evil Warriors

[illegible] FILMATION MOTU ANIMATED SERIES
The Doom Buster was an unthreatening greenish-brown jet used by the Evil Warriors. It resembled an armored glider with skull decals on its tail fin and a sharp-toothed monster face on the nose of its fuselage. Skeletor programmed the Doom Buster to fly automatically to a location when he didn't want to be noticed.

DOOM BUSTER SHUTTLE

AFFILIATION:
Evil Warriors

[illegible] FILMATION MOTU ANIMATED SERIES
A small shuttle that launched from Skeletor's Doom Buster could take its occupants to another location for scouting or emergency purposes. The shuttle was very simple, with a pair of wings and a sleek body, though it sported shark-like fins similar to those on the Doom Buster and other vehicles in Skeletor's arsenal.

DR. DRONE'S MOTO-MEDICINE WAGON

[illegible] FILMATION POP ANIMATED SERIES
Dr. Drone's Moto-Medicine Wagon was a blue four-wheeled gypsy wagon with a pink roof that could be driven without the aid of horses from a steering column connected to a motor between the front wheels. Inside the wagon, Dr. Drone could host several guests at a large dinner table.

DR. ZOOG'S COMMAND SPHERE

[illegible] FILMATION POP ANIMATED SERIES
Dr. Zoog's Command Sphere was a levitating device that the evil Trollan could barely squeeze into. He primarily used it to oversee events, lurking inside while others did his bidding. The device was metallic and somewhat durable. A panel in the front of the sphere contained an implausibly long claw.

DR. ZOOG'S ROCKET SHIP

[illegible] FILMATION POP ANIMATED SERIES
A large bright-pink vessel, Dr. Zoog's Rocket Ship was very much the kind of rocket one would find on Trolla. When in flight, the four rockets at the base would create a multicolored jet stream that bathed it in a constant pink glow. A panel at the base of the rocket ship could fire a highly destructive ray of energy at selected targets.

DRAGON SHIP

AFFILIATION:
Heroic Defenders

[illegible] MARVEL STAR MOTU COMICS
During an expedition in the Eternian seas, the Heroic Defenders travelled in the Dragon Ship. The small boat featured a large sail but no motor, like many other vehicles on Eternia. The ship got its name from its dragon-shaped figurehead.

DRAGON WALKER

[illegible]
[illegible]

[illegible]
Heroic Warriors
Masters of the Universe
Evil Warriors

[illegible]
Cannon
Metal jaws and claws
Laser tops
Axe blades [illegible]

[illegible]
[illegible] walking
Frightening enemies with dragon-like appearance
Breathing fire

1983 FILMATION MOTU ANIMATED SERIES

The Dragon Walker was a [illegible] land-based vehicle resembling a green dragon with a driving module shaped like a dragon's head. It moved forward with the help of a [illegible] bottom [illegible] and sliding track. The Dragon Walker's unusual movement was clearly demonstrated in the animated cartoon series, where it was explained to be another great invention by Man-At-Arms. The Dragon Walker could [illegible] vehicles out of the way and even breathe fire upon enemies.

1983 MOTU MINICOMICS

The Dragon Walker was designed to [illegible] the challenging Eternian terrain and could easily cross [illegible] and [illegible] in the earth. The vehicle's name was derived from its method of propulsion, which mimicked the act of walking. The dragon head of the vehicle sat upon a track. When the rest of the vehicle's bulky body swung around to the front, the dragon head and driver were positioned at the back until they [illegible] along the track to the new front position. The Dragon Walker boasted a [illegible] of armory [illegible] that featured the symbol seen on He-Man's Thunder Punch and Battle Armor costumes.

1985 GOLDEN MOTU BOOKS

The Dragon Walker appeared in the books [illegible], and it was again shown to be capable of [illegible] enemies and [illegible] out of the way. The vehicle's ability to breathe fire like a [illegible] dragon was [illegible] display as it had been in the cartoon series.

1986 GERMAN MOTU AUDIO PLAYS

In an unusual twist, the Dragon Walker was presented initially as a transport of the Evil Warriors in the German audio plays. During their search for [illegible] in the [illegible], He-Man and his friends were confronted by Whiplash and Kobra Khan driving a vehicle that moved similarly to a dragon. After a short battle, the villains fled without their vehicle, and the Masters of the Universe used it to transport the wounded Teela. Man-At-Arms decided to call it the "Dragon Walker." As it turned out, the vehicle was actually a [illegible] set by Skeletor, who had fixed it to [illegible] fallen and [illegible], eventually turning into a scorpion. Despite this, Man-At-Arms later drove the Dragon Walker to Eternos and turned it into a formidable vehicle for the Masters of the Universe.

1987 GERMAN EHAPA MOTU COMICS

While its origin was not developed further, the Dragon Walker returned as the perfect vehicle to overcome [illegible] in the German Ehapa comics. Its ability to cross canyons was here called a circle walk. The eyes of the dragon head cockpit were also able to shoot dangerous laser rays.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

Dragon Walkers made an appearance in the 2002 animated series with a very different design, becoming a fleet of [illegible] mobile weapons that were built by Man-At-Arms to attack [illegible] in the hopes of preventing them from assaulting the Royal Palace of Eternos. Their dragon-like appearance was intended to frighten the [illegible], [illegible] of dragons in the wild, however that plan met with limited success. Instead, the Dragon Walkers had to depend on their arsenal to combat the flying beasts. The [illegible] of dragons could project long streams of fire from their metal jaws while using their tails to slash at and pound their targets. They possessed wings [illegible] that were much smaller than those of live dragons, but they were not shown to be capable of flight. Their energy

source was a power cell housed in the dragons' heads, providing enough energy to allow the Dragon Walkers to sprint quickly across a battlefield. The energy stored in the power cell was so great that when He-Man destroyed one of them, it sent an explosive discharge that singed the evil Snake Men and sent them tumbling out of the sky. The Dragon Walkers proved formidable enough that they were later used to defend King Randor's palace against the rampaging snake deity Serpos.

2002 MVCREATIONS MOTU COMICS

Continuing to use the new design for the Dragon Walker, the 2002 comics featured the large vehicles as a fixture in the Eternos army. Although the

original intent to mimic dragons was not mentioned, they retained their dragon motif complete with claws for hands and ear-like finned tails. The Dragon Walkers were among the largest vehicles used by the Eternians, standing many feet tall and large enough to carry more than one passenger.

2008 MOTU CLASSICS

The Dragon Walker returned to its vintage design in the Classics minicomics where it was still a ground transport and attack vehicle belonging to the Masters of the Universe and the army of King Randor. One of Randor's Royal Guard drove a Dragon Walker into battle against the Horde and Snake Men armies during the Second Ultimate Battleground.

2012 DC MOTU COMICS

The Dragon Walkers were once again designed by Man-At-Arms in the 2012 DC comics, this time the intention was to evoke the primal power of the Preternians. The Dragon Walkers were armed with technological might to best any terrain or battlefield. As in its original appearances, the mammoth vehicle could move straight ahead or traverse the terrain by swinging its body 180 degrees over chasms or other obstacles.

The Dragon Walker became much larger for this incarnation, comparable in size to a battleship and able to transport a small army of soldiers while armed with a massive amount of firepower. The head could hold several pilots and men with a full view of the battlefield in front of them.

[illegible]

DREADATOR'S SHIP

SPECIAL ABILITIES
Invisibility

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Dreadator's ship was a large, jet-like craft that shared the invisibility power of its owner.

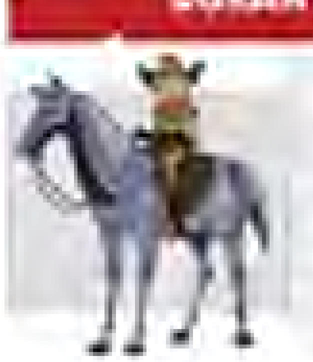
DREADWING: SEE SHUTTLE POD

DUKAN'S CRAFT

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Dukan's craft was the ship on which he had been placed into (cryogenic) suspension and left to wander the stars.

DUKAN'S HORSE



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Dukan's horse was a robotic animal that served as his faithful steed.

DUKAN'S SHIP

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES

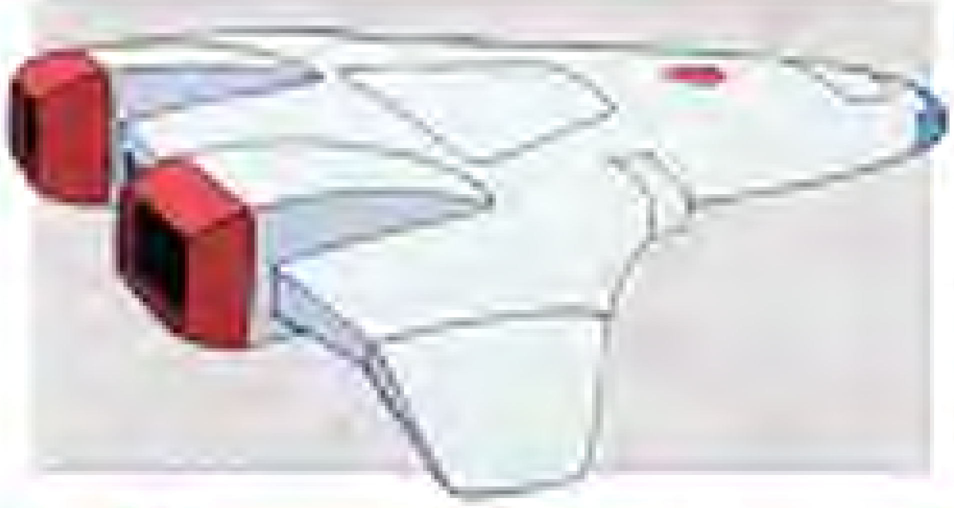
Dukan's ship was a small, low-powered craft he used to travel the stars.

DUNGEON STAR

FILMATION HE-MAN ANIMATED SERIES

Skeletor's prison ship, the Dungeon Star was a relatively small silver rocket with a window. A prisoner would be placed inside and blasted off into outer space.

EARTH SHIP



SPECIAL ABILITY
Ejection seats

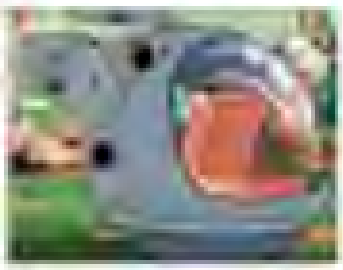
1983 FILMATION MOTU ANIMATED SERIES
Similar in appearance to Queen Marlena's Rainbow Explorer, the Earth Ship was a space shuttle from the planet Earth that became trapped in a portal leading to Eternia. The white shuttle boasted a pair of red booster rockets toward the aft of the hull and could be piloted by two astronauts.
When the ship was about to crash-land on Eternia, astronaut [illegible] ejected and landed at the Royal Palace. [illegible] Queen Marlena.

ELDEN'S JET CHAIR

SPECIAL ABILITIES
Levitation

1983 FILMATION MOTU ANIMATED SERIES
Levitating slightly above the ground, Elden's futuristic-looking Jet Chair enabled him to move around with great proficiency despite being unable to walk under his own power. There were two levers at the control panel of the Jet Chair, granting him great maneuverability.

ESCAPE POD



1983 FILMATION MOTU ANIMATED SERIES
Prince Adam's escape pod ejected him from the [illegible] moments before the [illegible] destroyed it in what was Eternia. The escape pod was a rounded gray module with a large, glass-covered cockpit. The pod's aft-mounted rockets enabled it to speed to safety in times of danger.

ETERNIAN ESCORT FIGHTER

AFFILIATION
Masters of the Universe

WEAPONRY
Laser cannons

2008 MOTU CLASSICS
The Escort Fighters were a small fleet of Jet Clouds led by Sky High during the aftermath of the Second Ultimate Battleground on Eternia. The Escort Fighters [illegible] the Starship Eternia carrying [illegible] during his homecoming to the planet Eternia after his father, King Randor, had passed away.

ELFISH FISHING VESSEL

1983 FILMATION MOTU ANIMATED SERIES
The elves of the village of [illegible] used humble fishing vessels to ply their trade close to the coastline. The vessels were very susceptible to damage, such as that caused by a [illegible], so the elves kept very close to their village.

ETERNIAN FOOD SHIP

AFFILIATION
Heroic Warriors

1983 FILMATION MOTU ANIMATED SERIES
Food Ships were large freight ships used by the Heroic Warriors to distribute food grown on the Fertile Plains to points all over Eternia. In an evil plot, Skeletor captured all the Food Ships and held the food for ransom in order to force all of Eternia to surrender to him.

ELYSIAN SPACECRAFT

AFFILIATION
Elysians

WEAPONRY
Ion cannons

1983 LADYBIRD MOTU BOOKS
The diminutive Elysian spacecraft was no larger than the size of a basketball, which proved quite suitable for the doll-sized race of aliens. Despite its small size, the Elysians' ship packed quite a punch with its ion cannons.

VEHICLES & TRANSPORTATION

ETERNIAN NAVY SHIP

AFFILIATIONS
Heroic Warriors

1983 FILMATION HE-MAN ANIMATED SERIES
The Eternian Navy Ship was a highly futuristic vessel that could travel at immense speed. This was largely due to a unique design feature that allowed the ship to draw in the water around it before shooting it out of two huge jets at great speed. The ship was ultimately destroyed by the incredible strength of the Kraken.

ETERNIAN SHIP

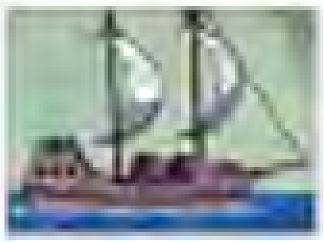
AFFILIATIONS
Heroic Warriors

[illegible] [illegible]
This Eternian ship was used by He-Man and Teela to travel through the skies on their way to the Ring System Comms.

FAIRWIND

AFFILIATIONS
Heroic Warriors

1983 FILMATION HE-MAN ANIMATED SERIES
The Fairwind was Captain Kalo's vessel, resembling a typical eighteenth-century wind-powered sailing ship with two main sails and no visible advanced technology. It carried Prince Adam, [illegible], and Man-At-Arms to the lost island of [illegible].



[illegible]

FIRE SHUTTLE

1983 FILMATION HE-MAN ANIMATED SERIES
The Fire Shuttle was invented by Man-At-Arms to fight fires. It was a two-winged shuttle that was very useful when Skeletor cast a spell that turned fireworks into fire spiders. The shuttle blasted the fire spiders out of the sky before they caused any damage.

FLAME CANNON

1985 FILMATION POP ANIMATED SERIES
The Flame Cannon was a Horde vehicle with treads that was typically piloted by a single Horde Trooper. The large cannon at the front of the vehicle could be used to send bursts of fire toward enemy targets.

FLUTTER PLANE

AFFILIATIONS
Great Rebellion

1985 FILMATION POP ANIMATED SERIES
The Flutter Plane was a flying vehicle with a central piloting pod framed by colorful wings that flapped during flight.

FLYING SHIP

AFFILIATIONS
Great Rebellion

SPECIAL ABILITY
Magical flight

1985 FILMATION POP ANIMATED SERIES
In order to rescue He-Man from Beast Island, Madame Razz conjured a flying ship that looked in every way like a typical seafaring sailing vessel, except that it could magically fly through the air. Hordak destroyed the flying ship with his Annihilator attack craft.

FRIGHT FIGHTER

ROLE
Evil Dragonfly Attack Vehicle

AFFILIATIONS
Evil Warriors
Monster Warriors
Demons of Evil
Evil Horde

WEAPONRY
Laser Cannons
Large pincer/mechanical claw

SPECIAL ABILITIES
Stealth
Flight

Skeletor's wasp-like flying vehicle the Fright Fighter could attack with front-mounted laser cannons as well as a front pincer to capture and hold opponents. The fighter had two large engines below its four flapping wings.

[illegible] MOTU MINICOMICS & [illegible] UK WORLD MOTU ANNUALS

The Fright Fighter was an intimidating flying vehicle resembling an enormous dragonfly. The Evil Warriors used the single pilot fighter in their heinous attacks against the Heroic Warriors. The Fright Fighter was an ornithopter with four large flapping insect-like wings on its sides as well as a set of dangerous pincers on the front. There were also two guns mounted near the fighter's nose and a third mounted on its tail.

[illegible] GERMAN MOTU AUDIO PLAYS

The Fright Fighter became larger in the German audio plays, where it could carry two pilots. Despite its large engines, it could fly in stealth mode and be completely silent. After it was built, Skeletor used the Fright Fighter as his aerial transport of choice.

[illegible] MARVEL STAR MOTU COMICS

[illegible] UK MOTU COMIC MAGAZINES

In the UK comic magazines, the Fright Fighter was shown to be an invention of Hordak, rather than Skeletor. Hordak tasked his servant Dragstor with test piloting the Fright Fighter on a trial run, leading to a battle with Man-At-Arms and Roboto. The Fright Fighter's attack modes could be switched between High-Speed Chaser and Hover Fighter. Skeletor later stole the Fright Fighter from Hordak and used it as his own vehicle.

[illegible] GERMAN EHAPA MOTU COMICS

The Fright Fighter once again was shown to carry two pilots instead of one, though it was still equipped with laser guns and its mechanical capturing claw. It belonged to the Demons of Evil, but while the Demons had several Robots for aerial assault, only one Fright Fighter was built.

FRIT'S PUSHCART

[illegible]

Frit, the traveling bottle collector, used his pushcart to collect bottles from various villages. His animal, True Blue, was taken by Horde Troopers, forcing him to pull the cart himself. On the road near the Whispering Woods, he lost control of the cart, and it threatened to run him over.

FROSTA'S SILVER SLEIGH

AFFILIATIONS
Great Rebellion

[illegible] ILLUSTRATED STORY BOOKS
Frosta's Silver Sleigh was her main transportation on the ground. It was pulled by four blue ponies she controlled with her silver whistle. Only the person who had mastered the silver whistle could have complete control over the four ponies, so if an enemy tried to steal them, they were usually bucked off.

GALACTIC PATROL SHIP

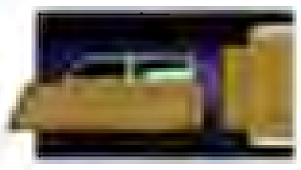
AFFILIATIONS
Interplanetary Lawmen

[illegible] UK MINI COMIC MAGAZINES
The Galactic Patrol Ships were used by a faction of interplanetary lawmen who enforced justice and pursued many dastardly criminals across the cosmos.

GAME MASTER'S SHIP

[illegible] FILMATION HE-MAN ANIMATED SERIES
The Game Master's ship was an imposing, saucer-like spacecraft, ideal for transporting him and his warrior slaves throughout the universe. The ship housed training areas for his warrior slaves, jail cells for those unwilling to compete in battle, and an arena in which the Game Master would enjoy watching individuals fight one another.

GAOLOTIA ESCAPE SHIP



[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Gaolotia Escape Ship was a small, four-person spaceship which Skeletor planned to use to escape the prison ship Gaolotia before it was destroyed by a comet.

GARGON WARRIORS' HOVER DISC

[illegible] FILMATION MOTU ANIMATED SERIES
The Gargon Warriors that served Queen Belina traversed the jungles of Eternia atop Hover Discs, capable of moving with great speed and maneuverability.

GLEANON CATAPULT

AFFILIATIONS
Space Mutants
Gleanons

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Gleanon catapults formed an important part of the warriors' army. The catapults featured skull-faced laser cannons and could seat four Gleanon troopers. When activated, the catapult launched the four troopers into battle and allowed them to create battle formations in midair.

GLEANON FIGHTER

AFFILIATIONS
Space Mutants
Gleanons

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Gleanon fighters were the primary weapons in the warriors' military arsenal. They were small, single-occupant spacecraft that all Gleanons were expected to pilot in the line of duty.

GLEANON TROOP TRANSPORT

AFFILIATIONS
Space Mutants
Gleanons

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Gleanon Troop Transports were large vehicles that carried soldiers into battle.

GLEANON WHIRLWHEEL

AFFILIATIONS
Space Mutants
Gleanons

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Gleanon Whirlwheel was a vehicle created by Crita. It featured four whirling turrets, each manned by a Gleanon trooper.

GOBLIN SHIP

AFFILIATIONS
[illegible]

MEMBERSHIP
[illegible]

[illegible] FILMATION MOTU ANIMATED SERIES
General Tataran's goblin mercenaries flew green sky ships featuring an X-shaped wing configuration and devastating laser cannons.

GORGON'S SUBMARINE

[illegible] FILMATION MOTU ANIMATED SERIES
Although bearing some similarities to a traditional submarine, Gorgon's boat was a futuristic-looking vessel that was just big enough to carry him and two henchmen. The boat had a glass dome at the front end that enabled those onboard to observe the waters in front of them.

GRAYBOAT

[illegible] FILMATION MOTU ANIMATED SERIES
Grayboats were emergency life rafts onboard Sea Hawk's ship, the Gale Sailor. They were painted gray and could be strung together to safely transport a crew away from the main ship in an emergency.

GREAT PYRAMID SHIP

AFFILIATIONS
Trollan

[illegible] FILMATION [illegible] ANIMATED SERIES
When Orko's Trollan friend [illegible] visited Eternia, he arrived in a pyramid ship. The great silver pyramid had clean lines with a single hatch opening at its apex. Booster rockets mounted under the pyramid's base allowed it to take off and land.

GUARDIAN SHUTTLE

AFFILIATIONS
Galactic Guardians

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Guardian shuttle was a Priman spaceship piloted by Sagitar and used to transport delegates from vessels parked in orbit around Primus so as to avoid having to lower the shield protecting planet Primus from the Mutants.

HORDAK'S LIGHT CRUISER

AFFILIATIONS
Evil Horde

SPECIAL ABILITIES
Light travel capability

[illegible] GOLDEN BOOKS [illegible]
Hordak's Light Cruiser was a spaceship that appeared to be made up of pure light and could travel upon light. In reality, the ship was powered by an element known as [illegible] that allowed Hordak to travel to Eternia from the planet [illegible] after Skeletor had stolen some of the precious mineral for himself. The Light Cruiser acted as Hordak's flagship during the Horde's debut in the Golden hardcover books.

GYRATTACKER

OTHER NAMES
Gyrattacker

WEAPONRY
Two laser guns

AFFILIATIONS
Heroic Warriors

SPECIAL ABILITIES
Spinning action

[illegible] MOTU MINI-COMICS
The Gyrattacker was a blue, four-wheeled, two-person vehicle invented by Man-At-Arms. Its front cockpit could spin at a high velocity, enabling the rider to deliver destructive repeat gun fire to enemies. The vehicle also had two laser guns mounted on the spinning cockpit.

"[illegible]"

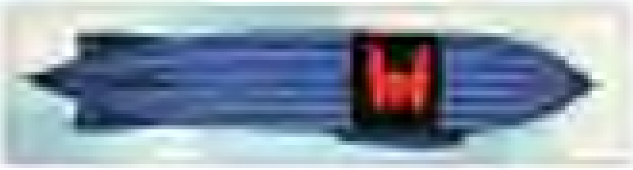
HORDAK'S COMMAND CRAWLER

AFFILIATIONS
Evil Horde

WEAPONRY
Laser cannon

[illegible] FILMATION POP ANIMATED SERIES
Hordak's Command Crawler was a giant boxy vehicle with massive treads that stood twice the height of a Horde Trooper. Like many Horde vehicles, the likeness of Hordak himself decorated the front of the vehicle. A large cannon was mounted on its roof, with numerous smaller cannons positioned directly behind it. Hordak's throne resided inside the Crawler, along with a view screen and panels to control the vehicle's many gadgets. The imposing Command Crawler sparked fear in those who came across it.

HORDE AIR CRUISER



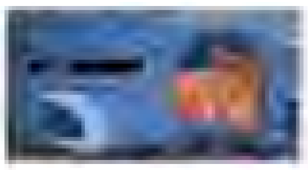
AFFILIATIONS
Evil Horde

[illegible] FILMATION POP ANIMATED SERIES
The Horde Air Cruiser was a large zeppelin complete with its own prison cells. It was mainly used for flying prisoners away from the Fright Zone.

HORDE AIR TRANSPORT

AFFILIATIONS
Evil Horde

[illegible] FILMATION POP ANIMATED SERIES
The Horde Air Transport was a flying passenger ship used by [illegible] to invade the kingdom of Bright Moon. The Horde also used the vehicle to transport prisoners to Beast Island, and it was even large enough to transport [illegible], a full-grown dragon.



HORDE ARMORED CONVOY VEHICLE

AFFILIATIONS:
Evil Horde

1985 FILMATION POP ANIMATED SERIES
The Horde used the heavily armored Convoy Vehicles to transport valuable goods and other wealth that had been confiscated by the Horde from the Etherian peasants at [illegible].

HORDE AUTO REAPER

AFFILIATIONS:
Evil Horde

1985 FILMATION POP ANIMATED SERIES
The Horde Auto Reaper was an automatic robotic grain harvester. One of the few Horde machines not designed for destruction, the Reaper could still cause damage and havoc due to the negligence of the Horde Troopers who were assigned to oversee its operation.

HORDE COMMAND CAR

AFFILIATIONS:
Evil Horde

1985 FILMATION POP ANIMATED SERIES
The Horde Command Car was an open air jeep-like vehicle with a gun turret at the rear. The car could drive automatically and responded to Hordak's voice commands.

HORDE CONVOY TRUCK

AFFILIATIONS:
Evil Horde

1985 FILMATION POP ANIMATED SERIES
The Horde Convoy Truck was a gray ground vehicle used by the Horde to help transport goods during a high-security convoy.

HORDE CRUISER

AFFILIATIONS:
Evil Horde

1985 FILMATION POP ANIMATED SERIES
The Horde Cruiser was a vessel designed for travel in deep space and just around Horde World. Piloting the ship took great technical knowledge to use the complicated controls, automatic defense systems, and light speed capabilities. Like most Horde vehicles, the ship was gray with a grotesque mask on its front.

HORDE DIGGING MACHINE

AFFILIATIONS:
Evil Horde

1986 UK WORLD [illegible] ANNUALS
The Horde Digging Machine was similar in appearance to a bulldozer, with the addition of large steel jaws used for digging. It was painted olive and had large tank treads and a satellite dish mounted on its roof.

HORDE DREADNOUGHT

AFFILIATIONS:
Evil Horde

1985 FILMATION POP ANIMATED SERIES
The Horde Dreadnought was a giant aircraft carrier used by Hordak's navy. It had massive firepower and could launch aircraft into battle, giving the Horde the advantage of sea and air strikes.

HORDE DREADNOUGHT LANDING SHIP

AFFILIATIONS:
Evil Horde

1985 FILMATION POP ANIMATED SERIES
The Horde Dreadnought launched a smaller landing ship when deploying troopers ashore. The small craft resembled a gray sea creature with fins coming out of the top and an almost lizard-like face at the front. The craft floated on two pontoons and had a single hatch for exit and entry.

HORDE DREDGER

AFFILIATIONS:
Evil Horde

1986 UK POP COMIC MAGAZINE
The Horde Dredger was used on the orders of Hordak to dredge the Dust Sea in the hope of finding the legendary Moon Jewel buried there.

HORDE FLEET

AFFILIATIONS:
Evil Horde

1985 FILMATION POP ANIMATED SERIES
The Horde fleet was Hordak's massive military attack force on the planet Etheria. The fleet consisted of Destructor Tanks, Bot Mobs, and shuttles in orbit waiting for Hordak's gate maker to open a portal to Etheria for a Horde invasion.

HORDE FLIER

AFFILIATIONS
Evil Horde

1985 FILMATION POP ANIMATED SERIES
When the Horde first came to Etheria, they made a deal with Shadow Weaver to betray the Council of Kings in exchange for power beyond imagining using a powerful gem carried by the Horde Flier. The Horde aircraft was colored gray like other Horde vehicles and sported large wings and a hatch located on its underside from which it could lower the Power Gem to bathe Shadow Weaver in a magic-enhancing energy.

HORDE FLYING CRAFT

AFFILIATIONS
Evil Horde

WEAPONRY
Laser Cannons

SPECIAL ABILITIES
Flight [illegible]

1985 GOLDEN BOOKS [illegible]
The Horde Flying Craft was a large, olive green, jet propelled aircraft. Its cockpit had the appearance of a glass bubble. The Horde Flying Craft was often utilized by Horde Troopers and could attack enemies with a single laser cannon mounted on the front of it.

1986 UK WORLD [illegible] ANNUALS
The large aircraft's design was mostly unchanged in the World annuals, aside from its new red color with blue trim. Bow caused this vehicle to explode with one of his arrows.

HORDE GLONDA

AFFILIATIONS
Evil Horde

1985 FILMATION POP ANIMATED SERIES
The Horde Glondas were small single occupant vehicles similar to Sky Sleds. They were usually piloted by Horde Troopers and their commanders, who used them to hover above the ground and fire lasers from front-facing guns.

HORDE GROUNDBUSTER

AFFILIATIONS
Evil Horde

1985 FILMATION POP ANIMATED SERIES
The Horde Groundbuster was a ground vehicle the Horde used for mundane tasks, like collecting taxes, rather than battle. The open-air jeep-like vehicle had a Trooper Cannon mounted on the top behind the front passengers.

HORDE HIGH-POWERED ATTACK VEHICLE

AFFILIATIONS
Evil Horde

1985 FILMATION POP ANIMATED SERIES
The Horde's High-Powered Attack Vehicle was a large, eight-wheeled ground transport with a freeze ray cannon mounted on its roof. Like most other Horde machinery, it was gray with Horde bat logos on the front and sides.

HORDE HOVER SHUTTLE

AFFILIATIONS
Evil Horde

1985 FILMATION POP ANIMATED SERIES
The Hover Shuttle could carry nearly a dozen Horde Troopers and was outfitted with a [illegible] Laser. The open-air shuttle made it easy for Troopers to load and unload quickly during battle. The [illegible]-shaped shuttle hovered off the ground but could move swiftly with its own engines.

HORDE JET MACHINE

AFFILIATIONS
Evil Horde

1985 FILMATION POP ANIMATED SERIES
The Horde Jet Machines were flying vehicles used by the Horde Troopers to spray a magical poison designed to destroy the trees and shrubs of the Whispering Woods. The black Roman-style chariot [illegible] jets on its underside that propelled it in flight. The Jet Machine's front was black with a prominent red Horde bat logo.

1985 FILMATION [illegible] ANIMATED CHRISTMAS SPECIAL
Hordak piloted a slightly more elaborate Jet Machine of his own.

HORDE JET SLED

AFFILIATIONS
[illegible]

SPECIAL ABILITIES
Aerial Combat

[illegible] UK MOTU COMIC MAGAZINES
The Horde Jet Sled was an air vehicle similar to the Jet Sleds used by the Heroic Warriors on Eternia. In true Horde style, it was gray and shaped like a bat.

HORDE LANDING BOAT

AFFILIATIONS
Evil Horde

[illegible] FILMATION POP ANIMATED SERIES
The Horde used open-air landing boats to capture the pirates on Rocky Island. The landing boats launched from the Horde Dreadnought, which was commanded by Admiral Scurvy.

HORDE MEK-TRAIN

[illegible] FILMATION POP ANIMATED SERIES
The Horde Mek-Train was a ground vehicle that transported prisoners and [illegible] from [illegible] on Etheria. Rather than running on a rail track, the Mek-Train had wheels that could travel on ordinary roads. There were multiple cars hauled by a steam engine that pulled the train.

HORDE PERSONNEL CARRIER

AFFILIATIONS
Evil Horde

[illegible] FILMATION POP ANIMATED SERIES
The Horde Personnel Carrier was a command transport with [illegible] wheels [illegible]. The command ship could be used in a high-security transport, often carrying Hordak and, on occasion, Horde Prime's own son, Prince Evil.

HORDE PRIME'S COMMAND SHIP

OTHER NAMES
[illegible]

AFFILIATIONS
Evil Horde

[illegible] FILMATION HE-MAN/SHE-RA ANIMATED CHRISTMAS SPECIAL
The *Command Ship* transported Horde Prime when he took personal interest in two Earthling children that had been teleported to Eternia. The ship was huge but had very little weaponry, save for a large [illegible] device and one command cannon. The interior, much like the Fright Zone, was bathed in a red glow.

[illegible] UK TALES OF POWER MAGAZINE
Horde Prime's command ship was even larger in the UK Tales of Power special, serving as an intergalactic base from which he traveled the cosmos overseeing the Horde Empire. The ship was so enormous that it had its own atmosphere. The ship was defended by hundreds of Horde Troopers and [illegible] with [illegible] to capture intruders. Horde Prime operated from the [illegible] Chamber at the center of the ship. There was also a Private [illegible] Teleporter onboard the ship so that Prime would be able to desert the ship if it was ever in danger of [illegible].

SEE ALSO: [illegible]

HORDE PRIME'S VACATION SHIP

AFFILIATIONS
Evil Horde

[illegible] FILMATION POP ANIMATED SERIES
Looking forward to a vacation for the first time in five hundred years, Horde Prime took a two-week trip to a tropical planet called [illegible]. His vacation ship, a jet-propelled shuttle with wings, transported him from his flagship, the [illegible], to his destination.

HORDE PRISON SHIP

OTHER NAMES
Horde Battle Cruiser

AFFILIATIONS
Evil Horde

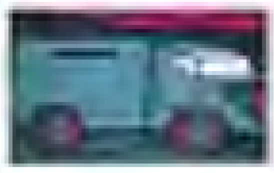
SPECIAL ABILITIES
Transforming from transport ship to Battle Cruiser

[illegible] FILMATION POP ANIMATED SERIES
The Horde Prison Ship was a [illegible] vessel used by the Horde to capture and transport prisoners. The large gray ship was heavily armed with [illegible] missiles, laser cannons, and an electroshock defense system.

The Prison Ship could transform into an attack mode called the Horde Battle Cruiser.

HORDE PRISON WAGON

AFFILIATIONS
Evil Horde



[illegible] FILMATION POP ANIMATED SERIES
The Horde Prison Wagon was a truck with a large cage built in the back for prisoners, who were contained behind a barred door.

HORDE SAW MACHINE

AFFILIATIONS
Evil Horde

[illegible] FILMATION POP ANIMATED SERIES
The Horde Saw Machine was a ground vehicle that could be piloted by Horde Troopers and was used to cut down trees. The massive gray vehicle had a long, chainsaw-like blade at the front that could cut down anything in its path.

HORDE SCOUT SHIP

AFFILIATIONS
Evil Horde

1983 FILMATION HE-MAN ANIMATED SERIES
The Horde Scout Ships were sleek silver flying attack craft piloted by reptilian Horde scouts that helped Mongroth the Terrible launch his attack on Eternia. With their massive firepower, the ships attacked the small village of Nowville, destroying most of the village and taking its people captive. The invasion prompted the young woman Teela to seek assistance from Castle Grayskull, eventually leading to He-Man defeating the Snakemen.

1985 LADYBIRD HE-MAN BOOKS
In the Ladybird books, Horde Scout Ships were smaller space vessels used by Hordak's Annihilator. Commonly piloted by Hordak's evil troops, they performed reconnaissance operations. Like many Horde vehicles, they sported a likeness of Hordak on their front, with two red eyes that served as the cockpit's windshield.

HORDE SHIP

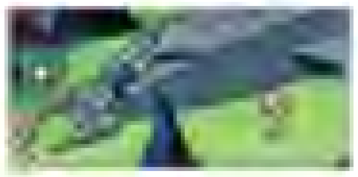
AFFILIATIONS
Evil Horde

1985 FILMATION POP ANIMATED SERIES
The grey Horde vessel was a seafaring ship used to catch a whale for Horde Prime. The ship was outfitted with cannons, a massive beam and powerful engines.

HORDE SHUTTLE TRANSPORT

AFFILIATIONS
Evil Horde

1985 FILMATION POP ANIMATED SERIES
The Horde Shuttle Transport was a large treaded ground vehicle used to transport soldiers and slaves. The sleek grey conveyance had a hatch on one side and a metal shield in the front.



HORDE SKYCYCLE

AFFILIATIONS
Evil Horde

1985 FILMATION POP ANIMATED SERIES
The Horde Skycycle was basically a rocket that could carry a single Horde Trooper. Designed for speed, the Skycycle had twin laser blasters at the front, enabling it to chase down enemies and blast them out of the sky.

HORDE SLAVE TRANSPORT

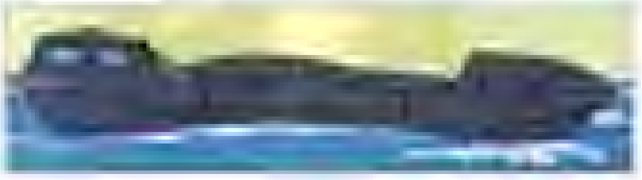
AFFILIATIONS
Evil Horde

1985 FILMATION POP ANIMATED SERIES

The Horde Slave Transport was a massive treaded vehicle that carried captured enemies to be used as slaves. The front of the vehicle directly bore Hordak's likeness, and the slaves were loaded up into the transport via a contraption that resembled a vacuum tube. This sinister loading system was achieved with mechanical efficiency via a treadmill and tractor beam.

The Horde occasionally used a smaller version of the standard Horde Slave Transport for smaller campaigns where fewer captives were expected.

HORDE TAX GALLEON



AFFILIATIONS
Evil Horde

1985 FILMATION POP ANIMATED SERIES
The Tax Galleon was a Horde ship that was loaded with money collected as taxes to be delivered to the Fright Zone. The large sea vessel was a prime target for pirates like Sea Hawk, who observed, "The galleons carry gold, not guns."

HORDE TRANSPORT

AFFILIATIONS
Evil Horde

1985 FILMATION POP ANIMATED SERIES
This massive Horde ground assault vehicle possessed a typical Horde design with a grey chassis and red Horde symbols on its sides. The Horde used it to transport food stolen from the Rebels to Horde warehouses.

HORDECOPTER

AFFILIATIONS
Evil Horde

1986 UK WORLD INT'L ANNUALS
Hordecopters were simple double-bladed helicopters adorned with the Horde symbol on their sides.

HOVER BIKE

AFFILIATIONS
Primus
Galactic Guardians

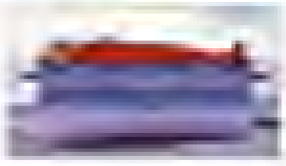
1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Hover Bike was an invention of the Primus scientist Alcon. It could hover in the air as long as the rider was pedaling.

HOVER BOARD

AFFILIATIONS
Primus
Galactic Guardians

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Hover Board was a flying skateboard-like device [illegible] by the Primus teenager Cy.

HOVER CART



1985 [illegible] ANIMATED SERIES
The Hover Cart was a high-tech version of a [illegible] [illegible] without wheels, making it ideal for transportation over uneven terrain.

HOVER GLOBE

AFFILIATIONS
Primus
Galactic Guardians

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Hover Globes were a Primus device that allowed the rider to hover above the ground by standing on a floating ball.

HOVER TRACTOR

AFFILIATIONS
Primus
Galactic Guardians

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Hover Tractor was a device created by the Primus scientists [illegible] and [illegible]. It was designed to [illegible] [illegible] and [illegible] [illegible].

HUNTARA'S SHIP

WEAPONRY
[illegible]

1985 [illegible] ANIMATED SERIES
Huntara's ship was a shuttle capable of interplanetary flight. The ship looked similar to the U.S. Air Force's SR-71 Blackbird jet had a grayish-green color with front-mounted laser cannons on [illegible] [illegible]-shaped wings.

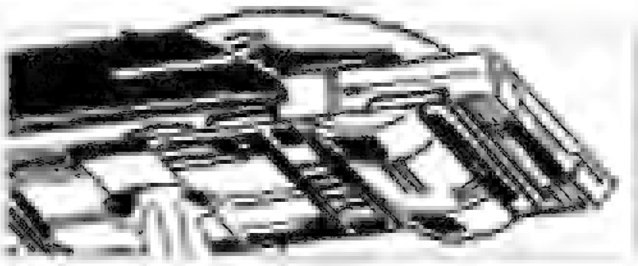
HUNTER ROBOT

AFFILIATION
Evil Warriors

1985 [illegible] ANIMATED SERIES
Hunter Robots were [illegible] vehicles that resembled jet [illegible] and were used by Skeletor's Evil Warriors to hunt down prey. The Hunter Robots looked like [illegible] hunting dogs with demonic features. They were colored orange and were meant to be piloted by a single warrior.

HYDRON'S SHIP

1986 [illegible] POP COMIC MAGAZINE
The alien creature Hydron from the planet [illegible] used his ship to steal the water from the planets he visited. His ship was fitted with [illegible] [illegible] which he used in cooperation with [illegible] to steal the Eternian seas. Following a fight between Hydron and [illegible], the ship's Power Coil was damaged and the ship was at risk of exploding. Hydron's only choice to save the ship was to dump the water from the [illegible] back in the sea before leaving Eternia.



ICE RAIDER

AFFILIATIONS
Heroic Warriors
Masters of the Universe
Eternian Royal Guard

1984 [illegible] ANIMATED SERIES
The Ice Raider, which resembled a [illegible] with an enclosed cockpit, was outfitted to be used in the extreme cold of the Eternian [illegible]. The Ice Raider could also open the protective barrier surrounding the Eternian Weather Station.

2012 MOTU CLASSICS
The Evil Warrior [illegible] attempted to steal the Ice Raider from King Randor and give it to Skeletor, but his failure led to Skeletor recruiting [illegible]. Evil Master of Cold [illegible] also attempted to steal the Ice Raider but failed.

ICE YACHT

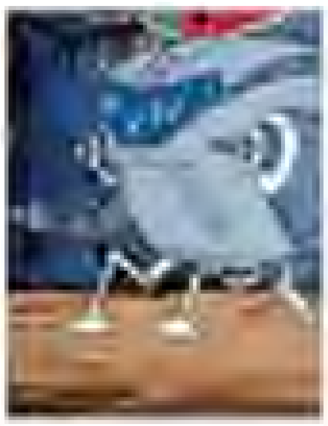
AFFILIATION
Great Rebellion

1986 [illegible] POP COMIC MAGAZINE
Frosta used her Ice Yacht as a form of transportation. The ship was propelled across the ice by a polar wind Frosta created with her magic wand.

INSPECTOR DARKNEY'S SHIP

AFFILIATIONS
Evil Horde

[illegible] FILMATION POP ANIMATED SERIES
Inspector Darkney came to Etheria onboard his spaceship after Horde Prime sent him to oversee Hordak's progress (or lack thereof) in quelling the Great Rebellion. Inspector Darkney's ship somewhat resembled the Earthling Apollo 11 spacecraft, except that the ship was considerably larger and more advanced, with a windshield covering the cockpit and a fold-down hatch. The ship was well armed and ready for combat.



INTERGALACTIC POLICE SHIP

AFFILIATIONS
Intergalactic Police

[illegible] FILMATION MOTU ANIMATED SERIES
The Intergalactic Police utilized a ship that resembled a cross between a shuttle and a rocket. The ship had four fuel canisters (two on each side of the ship) with front and rear fins. The ship had a single window for the pilot at the front of the vehicle, and it could fly swiftly through space in pursuit of wanted criminals, such as the Trenevoids.

JACOB'S FISHING BOAT

[illegible] FILMATION MOTU ANIMATED SERIES
This small fishing boat served as a home to the simple Hermit Jacob. Mer-Man used the boat as an attack target for his mechanical sea monsters. The fishing boat was destroyed, but He-Man saved Jacob from Mer-Man's attack.

JET COPTER

AFFILIATIONS
[illegible]

[illegible] FILMATION POP ANIMATED SERIES
The gray, bulbous Jet Copter was a flying Horde vehicle that had a main propeller turbine at the rear, retractable landing gear, and a single windscreen for the pilot at the front.

JET CRAWLER

AFFILIATIONS
Heroic Warriors

[illegible] FILMATION MOTU ANIMATED SERIES
[illegible] this Jet Crawler had a green body, red blade, and a transparent, dome-covered cockpit. The rocket-propelled Jet Crawler could carry four people swiftly to their destination.

JET CYCLE

[illegible] FILMATION POP ANIMATED SERIES
Used by Prince Kevin, this Jet Cycle was a small gray flying cycle with a large red engine underneath the main body.

JET SCOOTER

AFFILIATIONS
Royal Family of Eternia
Heroic Warriors

SPECIAL ABILITIES
Flight

[illegible] GOLDEN BOOKS
Jet Scooters were small jet-propelled vehicles, commonly used by Eternians for racing and recreation. Prince Adam and Teela were seen riding these vehicles around the Royal Palace of Eternia.

JET SKI

AFFILIATIONS
Heroic Warriors

SPECIAL ABILITIES
Speed

[illegible] FILMATION MOTU ANIMATED SERIES
Operated by a remote control held by the user, the Jet Skis designed by Sam Sneak were able to traverse the snow at a great pace due to the tiny jets on the backs of the skis.

JET SLED

AFFILIATIONS [illegible]

STATS [illegible]

SPECIAL ABILITIES [illegible]

[illegible] MOTU MINICOMICS
[illegible]

[illegible] UK WORLD MOTU ANNUALS
[illegible]

[illegible] GERMAN MOTU AUDIO PLAYS
[illegible]

[illegible] MARVEL STAR MOTU COMICS
[illegible]

[illegible] UK MOTU COMIC MAGAZINES
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[illegible] GERMAN [illegible] MOTU COMICS
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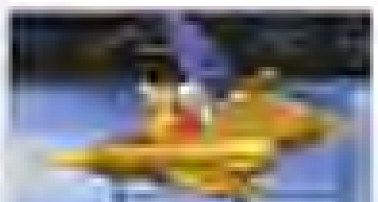
JUGGERNAUT



AFFILIATIONS [illegible]

WEAPONRY [illegible]

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
[illegible]

KEEPER'S SHIP

[illegible] FILMATION MOTU ANIMATED SERIES

The Keeper's ship was a large metallic vessel that resembled a giant fish and was ideal for the Keeper's journeys of conquest throughout the galaxy. Its vast interior housed all of his [illegible] captives, collected from a plethora of different worlds. The ship also contained a number of traps and an arsenal of offensive weaponry located on its outer hull.

KING'S HIGH-TECH SPACESHIP

[illegible] FILMATION POP ANIMATED SERIES

When Prince Adam was transported to Eternia from his world, Madame Razz contacted his father to come and rescue him. The King's High-Tech Spaceship was round and shaped like a disk. Its underside opened to reveal a hovering platform.

KOG'S SHIP

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

Kog's ship was a small spacecraft that allowed the interstellar guardian to travel between galaxies.

LAND SAILER

AFFILIATIONS
[illegible]

[illegible] GERMAN MOTU AUDIO PLAYS

The Land Sailer was built by Man-At-Arms for the Royal Family. The elongated vehicle featured twelve axles and two large sails, propelling it at great speed. It was big enough to carry the King and Queen as well as Man-At-Arms, Teela, and a group of Royal Guards.

LAND SHARK

AFFILIATIONS
Evil Warriors
Demons of Evil

WEAPONRY
Side-mounted laser cannons
Snapping jaws

[illegible] FILMATION MOTU ANIMATED SERIES

The Land Shark was a terrifying tank-like vehicle used by Skeletor's Evil Warriors. Its design featured a shark's head at the front that could bite down with sharp teeth as it [illegible] on its blue tank treads. In contrast to other appearances, the Land Shark was a fully enclosed vehicle that could carry multiple passengers, similar to the Filmation series' version of the Heroic Warriors' Attak Trak vehicle. It seemed to have a kind of sentience, as it was seen to engage in communication with the Attak Trak by snapping its jaws when the two vehicles had been left alone together.

[illegible] MOTU MINICOMICS

In the minicomics, the Land Shark was an open air vehicle similar to its toy version. Horrific to behold, the purple and blue vehicle was usually ridden by Skeletor. During a brief alliance between Skeletor and the Horde, the evil Hordak drove the Land Shark exclusively and even turned its power against Skeletor and his minions when the two leaders began to fight among themselves.

[illegible] GOLDEN MOTU BOOKS & [illegible] UK WORLD MOTU ANNUALS

The Land Shark again appeared more like its toy counterpart in service to Skeletor's Evil Warriors; however, like the Attak Trak, it had a high-tech computer that controlled its actions.

[illegible] GERMAN [illegible] CONDOR MOTU COMICS

The Land Shark was one of the Demons of Evil's space vehicles in the German [illegible] Condor comics. Aside from its laser cannons, its main attack mode was one of the chomping jaws, equipped with sharp metal teeth.

[illegible] UK MOTU COMIC MAGAZINES

In the UK comics, the Land Shark was a [illegible] vehicle used by the Evil Warriors to trap an enemy in its sharp jaws.

[illegible] GERMAN [illegible] COMICS

The Land Shark appeared as a large tank but continued to be a single-occupant vehicle making use of its signature jaws and side-mounted cannons.

[illegible] MOTU CLASSICS

The Land Shark appeared in the Second Ultimate Battleground, being driven by Faker on behalf of the Evil Warriors, who at the time were allied with the Masters of the Universe to fight the combined armies of the Horde, the Flying Fist Men, and the Snake Men.

LASER BOLT

TITLES
Heroic Road Rocket

OTHER NAMES
Speed Bike

WEAPONRY
Laser guns

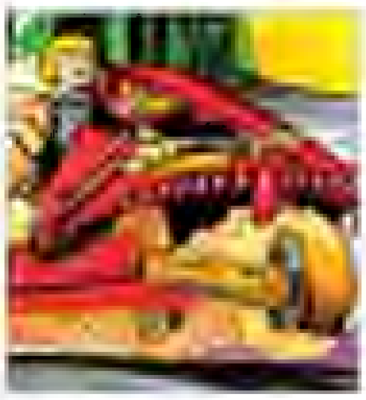
AFFILIATIONS
Heroic Warriors
Heroic Defenders

SPECIAL ABILITIES
Increased speed and firepower

1986 MOTU MINICOMICS
The Laser Bolt appeared in the minicomics as a high-speed one-person vehicle employed by the Heroic Warriors. The vehicle's driver could ride while lying down until it assumed a battle position via a mechanical construct attached to the front wheel. The Laser Bolt could spring up into "standing" mode and the rider could then trigger the two large laser cannons mounted on the sides of the vehicle.

1986 MARVEL STAR MOTU COMICS
The Marvel Star comics reflected that Man-At-Arms invented the Laser Bolt as a vehicle with great power that could race into battle and then rise to an upright position to fight the enemy with its two front-facing laser cannons.

1986 UK MOTU COMIC MAGAZINES
The UK comic magazines gave the vehicle a more developed origin. Man-At-Arms decided to build the Laser Bolt when he realized the Heroic Warriors needed a faster land vehicle to help them take the Evil Warriors by surprise. He also knew that the closer to the ground the vehicle was, the more stable it would be and the faster it would travel. The prototype design for the Laser Bolt was called the Speed Bike and it served its intended purpose. But due to its low height it did not have a very good range of laser fire. Man-At-Arms therefore later modified the Speed Bike so it could be transformed into a high-rise long-range firing machine. Now called the Laser Bolt, it was one of the fastest and most powerful vehicles used by the Heroic Warriors.



1986 UK WORLD MOTU ANNUALS
The Laser Bolt was mostly unchanged in the World annuals, though it was also referred to as the "Heroic Road Rocket." The Laser Bolt was a three-wheeled speed vehicle that could switch into two positions: it could ride low to the ground for extreme speed or spring up into a defensive battle position, with mounted laser cannons that had the power to blast enemies out of the way.

1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL
In contrast to other sources, Filmation depicted the Laser Bolt as a flying vehicle. The Laser Bolt was a three-wheeled red vehicle which could fly at great speeds with its two back-mounted rockets. The vehicle had a fully functional automatic pilot feature.

1987 GERMAN EHAPA MOTU COMICS
The German Ehapa comics explained that the Laser Bolt was not as fast as the Road Ripper, but it was still one of the fastest rides of the Heroic Defenders. When it lifted up into battle mode, it had the added bonus of protecting its driver like a shield.

LASER TANK

AFFILIATIONS
[illegible]

WEAPONS
Front-mounted lasers

[illegible] FILMATION MOTU ANIMATED SERIES
Kobra Khan and Webstor hijacked one of the Darm's Laser Tanks to escape from He-Man and [illegible]. The tank was a large, cylindrical vehicle that had a round glass-covered cockpit, and it could fire lasers from the front end.

LAVATON MACHINE

SPECIAL ABILITIES
Drilling through any material

[illegible] GERMAN EHAPA MOTU COMICS
To obtain the [illegible], [illegible] and King Hiss used the Lavaton Machine instead of [illegible] the vehicle was remote controlled to drill its way through Fire Mountain. It was supposed to grab the stone with its unbreakable claws. Instead, the Lavaton Machine caused Fire Mountain to explode once it reached the [illegible], destroying the vehicle.

LIGHTSHIP

AFFILIATIONS
Amazons

SPECIAL ABILITIES
Magical shape shifting

[illegible] UK MOTU COMIC MAGAZINES
The Lightship was the magical craft used by the Amazons to travel the universe and spread their Dream Dust to help the natives of the planets they visited tell happy tales. The Lightship could be re-formed into any shape of the Amazons' choosing. When the Amazons came to Eternia to absorb a portion of Castle Grayskull's energy to power their Dream Dust, they copied the shape of Castle Grayskull for the Lightship.

LODE STAR

[illegible] FILMATION MOTU ANIMATED SERIES
The Lode Star was an Eternian ship used for traveling between worlds. The white ship was surprisingly small but highly effective with its large red rockets located at the back.

MAGNETRON

AFFILIATIONS
Evil Warriors

SPECIAL ABILITIES
Magnetic attraction

[illegible] UK MOTU COMIC MAGAZINES
The Magnetron was the invention of [illegible], a humble scientist desperate to please Skeletor. This solar-powered flying machine was able to attract any metals that contained iron, to its base. As most weapons used by the Heroic Warriors were made of some form of iron, they could be easily disarmed before a battle. The Evil Warriors managed to capture He-Man's Sword of Power with the machine during a test run but did not realize it, as the sword was taken from Prince Adam, who they did not know was also He-Man. When the villains returned for a full-on assault, Prince Adam managed to trick them into flying over an iron mine. The iron mine was bigger than the Magnetron, and when the Magnetron was sucked down toward the mine, the vehicle was destroyed.

MANTENNA'S SHIP

AFFILIATIONS
Evil Horde

[illegible] FILMATION MOTU ANIMATED SERIES
Mantenna's ship was a flying vehicle with two wings and a face in the front that resembled Mantenna himself. The ship was built to hold only Mantenna and had a single engine.

MANTISAUR

[illegible]
[illegible]

[illegible]
[illegible]

[illegible]
[illegible]

[illegible]
Powerful front arms for capturing enemies
Laser gun

[illegible]
[illegible]

[illegible] MOTU MINICOMICS & MARVEL STAR MOTU COMICS

The Mantisaur had a red, insectoid head and a black and gray body. A horrible monstrosity, it resembled a very large mechanical praying mantis. [illegible] whether the Mantisaur was a completely mechanical construct or, in fact, a large cyborg mantis, as Hordak often turned living beings into his cyborg minions.

The Mantisaur's most notable feature was its pair of powerful forelimbs [illegible] possessed the ability to call [illegible] of flying insect "[illegible]."

[illegible] FILMATION POP ANIMATED SERIES

The Mantisaur first appeared in the animated Filmation series, where it served as Hordak's large, green mantis-like mount. Hordak rode the robotic beast into battle with She-Ra at the Horde spaceport and seized her with the beast's [illegible] claws. Her strength proved too powerful for its grip, however, and she [illegible] before tossing both monster and rider into the mud outside the spaceport.

[illegible]

[illegible] UK MOTU COMIC MAGAZINES

The UK comics established that the Mantisaur was an advanced insectoid machine built by Hordak. While it might have been his deadliest weapon yet, Hordak chose to observe its performance in battle from a distance rather than ride it personally. He used a robot replica of himself to drive the Mantisaur,

which allowed him to monitor He-Man's battle techniques against the vehicle from a distance, using a Bio-Graph Machine to record He-Man's strengths and weaknesses during the battle. If He-Man won, Hordak intended to [illegible] the Mantisaur and build a new, more advanced machine to exploit the data he had gathered from the first battle. He-Man [illegible] the robot Hordak and the Mantisaur after realizing both were only machines, and he destroyed them so that Hordak had to start over. He-Man knew that his next battle with the Mantisaur would be much harder, as Hordak had gained tremendous knowledge about He-Man's strengths and weaknesses from the Mantisaur's first battle.

[illegible] GERMAN EHAPA MOTU COMICS

Hordak rode the Mantisaur himself in the German Ehapa comics. With its four legs, it was a much faster and more agile steed. The Mantisaur used its front arms to capture enemies, despite not having gripping claws. Hordak also made use of the Mantisaur's rear-mounted laser cannon.

MAXIS'S TANK

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Maxis's tank was an enormous, heavily armored vehicle Maxis used to traverse the snows of Omega-4.

MINI TERROTREAD

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Smaller than the average Terrotread, this vehicle was an invention of Skeletor which he carried around in the personal shuttle pod. Despite its size, it worked just like a regular Terrotread.

MONSTRON

AFFILIATION:
Evil Horde

1985 SHE-RA: PRINCESS OF POWER ANIMATED SERIES
The Monstron was the largest ship in the Horde's massive fleet. Similar in appearance to the Velvet Glove, the Monstron was Horde Prime's mightiest ship in their worlds until Hordak used it to chase after Glimmer and She-Ra (Adora) into a volcano in the Valley of the Lost.

MELBRAG'S SPACESHIP

1983 FILMATION MOTU ANIMATED SERIES
Melbrag's spaceship was a large, relatively sleek, single-occupant ship. It was shaped like a disk but had wings protruding from either side of it, with each wing sporting a glass-domed gun turret.

MOBILE FIRE EXTINGUISHER

1983 FILMATION MOTU ANIMATED SERIES
Built and designed by Man-At-Arms, the Mobile Fire Extinguisher was a large machine capable of discharging a vast amount of water through a hose. One individual would operate the computerized controls to adjust the water pressure while a second would guide the hose in the direction of the fire.

MOTORIZED CHAIR

AFFILIATION:
Heroic Warriors

SPECIAL ABILITY:
Hovering

1983 FILMATION MOTU ANIMATED SERIES
The motorized chair was an invention of Man-At-Arms that could hover above the ground. It also had many armatures with tools attached to the sides to perform multiple tasks at once. Man-At-Arms controlled the chair with a control computer.

MELBRAG'S WIND RAIDER

1983 FILMATION MOTU ANIMATED SERIES
Unlike regular Wind Raiders, Melbrag's Wind Raider was a highly desirable customized ship. Not only was it painted in a variety of colors, including bright yellow rockets and a blue wing tail, but it also had decorative objects on each side and a large transparent dome on top of the engine.

MUTANT MOTHERSHIP

AFFILIATION:
Space Mutants

WEAPONRY:
Cannons
Flogg's weapons

SPECIAL ABILITY:
Spacecraft carrier

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Mutant Mothership was an enormous ship that served as the command ship for Flogg's Mutant armada. It was armed with multiple laser cannons and missile launchers and Flogg claimed that no ship in the universe could match its power. The Mothership was big enough to contain an invasion force of Mutant Troopers and vehicles capable of launching a full-scale planetary invasion.

VEHICLES & TRANSPORTATION

MUTANT SHIP

AFFILIATIONS
Space Mutants

1990 NEW ADVENTURES OF HE-MAN (ANIMATED SERIES)
This Mutant ship delivered Flogg's so-called gifts of peace, also known as the [illegible], to the planet Primus. The ship was commanded by Captain [illegible].

MUTANT SPEEDER

AFFILIATIONS
Space Mutants

1990 NEW ADVENTURES OF HE-MAN (ANIMATED SERIES)
Mutant Speeders were fast-moving land vehicles used by Flogg's Mutant Troopers. During the Mutants' occupation of the planet Primus, they primarily used the speeders for patrolling.

MYTE FIGHTER

AFFILIATIONS
Mytes
Galactic Guardians

1990 NEW ADVENTURES OF HE-MAN (ANIMATED SERIES)
Myte Fighters were small, single-occupant spacecraft that formed the bulk of the Mytes' military. The Mytes did not possess a strong ground force and relied on their aerial skills to combat the threat of the evil [illegible].

NIGHT STALKER

TITLES
Evil Armored Battle Steed

OTHER NAMES
Nightmare

AFFILIATIONS
Evil Warriors
Monster Warriors
Demons of Evil

WEAPONRY
Laser spurs

SPECIAL ABILITIES
Invulnerability

1984 GERMAN MOTU AUDIO PLAYS
The mechanical demon horse Night Stalker was the evil counterpart to Stridor. Initially called "Nightmare" and programmed to attack, it was invulnerable due to its heavy armor. Skeletor used Night Stalker to infiltrate the Royal Palace. Unaware of its origins, Orko discovered the robotic horse in a mountain and took it to Eternia. Once Night Stalker was taken through the palace gate, a ray bomb dropped out of the steed and detonated, causing all the citizens of Eternia to fall asleep. At the same time, Zoar was imprisoned inside of the horse. In keeping with an old prophecy, Night Stalker's electronics ensured that the bird would turn into a demon if someone tried to set it free. Fortunately, Man-At-Arms managed to free Zoar without doing any harm, but Night Stalker remained in the Monster Warriors' possession and later carried Dragoon during his long and dangerous journey through the Plain of Eternity.

1986 UK MOTU COMIC MAGAZINES
Night Stalkers were evil equestrian steeds used by the Evil Warriors in the UK comic magazines. While most Night Stalkers appeared to be mechanical, Tri-Klops made a biological Night Stalker when spying on the fisherman who aided He-Man to the Jewel of Fire.

1987 GERMAN EHAPA MOTU COMICS
Night Stalker was again a unique creature in the German Ehapa comics, but it was also rumored to be part robot and part demon. Night Stalker was programmed for attack on Eternia and featured laser guns for combat. Although Skeletor rode the robot horse most of the time, Night Stalker served as a rider for his underlings as well.

2008 MOTU CLASSICS
Night Stalker was built by Tri-Klops and Trap Jaw in mockery of Stridor. Skeletor rode the robot horse several times, though it was Jitsu who took special interest in the mount. After Jitsu became lord of Snake Mountain, he located the remnants of the Rain Stones and implanted them in Night Stalker's eye sockets. This transformed Night Stalker from a machine into a mechanical nightmare. Eventually, the demon steed turned on Jitsu and cast him into the blackest plane of the Dark Hemisphere.

2013 DC MOTU COMICS
A line of robotic horses called Night Stalkers (again dark versions of Stridor) were used by King He-Man's troops in a dark vision of the future. King He-Man had become a tyrant ruling Eternia with an iron fist, with his henchmen mounted on the grim Night Stalkers.

OGRES' FLYING MACHINE

AFFILIATIONS
Ogres

WEAPONRY
Lasers

1983 FILMATION MOTU (ANIMATED SERIES)
Although barbaric in nature, the ogres of Eternia had a high degree of scientific ability. Their Flying Machines were deadly, capable of both traveling at fast speeds and firing laser beams.

PATHFINDER

[illegible]

PRISONSTAR SHUTTLE

[illegible]

QUEEN ILEENE

[illegible]

PIRATE HOVER SLED

[illegible]

PRESIDENT PELL'S FLAGSHIP

[illegible]

RAINBOW EXPLORER

[illegible]

PIRATE SHIP

[illegible]

PRINCE JOE'S SPACECRAFT

[illegible]

RAMLIN'S SHIP

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Ramlin's ship was a seemingly innocuous spacecraft, small in size and unusual in appearance. It contained a small workspace and throne for its owner. The Mutants attacked Ramlin's ship, not seeing it as a threat, but were quickly overpowered by Ramlin's magic.

RAMSO

AFFILIATIONS
RAM

WEAPONRY
Stun rays
Robot guards

[illegible] GERMAN STAPA MOTU COMICS
The RAMSO was a gigantic spacecraft containing an entire city and built by the mysterious RAM aliens into the Titan System. By dropping energy satellites on Primus, it was supposed to tow the planet into the RAM's galaxy. By jamming his Power Sword into the control unit, He-Man short circuited the ship and shut it down. Without any energy left within its systems, the RAMSO was no longer a threat and landed harmlessly on Primus.

RATTLE TRAP

AFFILIATIONS
Snake Men

[illegible] US MOTU MAGAZINE
The Rattle Trap was a slithering, segmented spy vehicle commanded by the Snake Men. [illegible] designed to travel over very rough terrain. Its tail could swing forward to move everything in its way. It could also rise up to provide the driver with unobstructed views over Eternia itself.

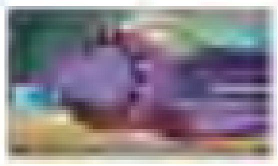
REAPER MACHINE

AFFILIATIONS
[illegible]

[illegible] FILMATION MOTU ANIMATED SERIES
The Reaper Machine was a large harvester used to harvest crops. Ostensibly a machine of peace, the Reaper was outfitted with a strong force field by the [illegible] to steal food from the royal farmlands. The Reaper possessed a cockpit for its driver and harvested crops with its rotating front blade before storing them in a large back reservoir.

REMOTE CONTROLLED DRILLING MACHINE

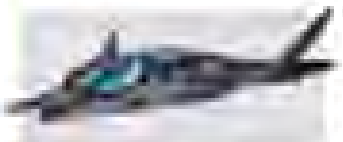
AFFILIATIONS
Royal Guards



[illegible] FILMATION MOTU ANIMATED SERIES
The Remote Controlled Drilling Machine was one of several projects being researched at Station Zeta. When Modulok broke into the facility with [illegible], he used the drilling machine to fight He-Man. The machine was identical in appearance to other drilling machines that appeared in the cartoon.

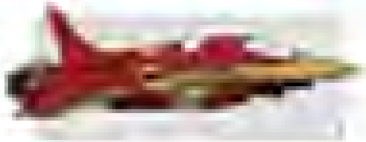
RENEGADE ALIEN SHIP

AFFILIATIONS
Renegades of the Galaxy



[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Renegade Alien Ships were a fleet of fighters used by the Renegades of the Galaxy.

RENEGADE PATROL FIGHTER JET



[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Renegade Patrol Fighter Jets were a group of fighters that attacked Flipshot on his way to Gorn City. They were well armed but were ultimately driven back by the threat of the Mutant Mothership.

REPTILE MEN'S CLAW MACHINE

AFFILIATIONS
Reptile Men

[illegible] FILMATION MOTU ANIMATED SERIES
The Reptile Men's Claw Machine was a highly effective, if somewhat lumbering, device. The vehicle ran on wheels with an oversized retractable claw positioned on the front. When activated, the claw could reach out and capture several enemies in a single maneuver.

ROAD RIPPER

TITLES
Wheeled Combat

AFFILIATIONS
Heroic Warriors
Heroic Defenders
Masters of the Universe

SPECIAL ABILITIES
High-speed driving
Flight

1983 FILMATION MOTU ANIMATED SERIES
Man-At-Arms spent six months working on the Road Ripper, but Orko was able to destroy it in six seconds. When fully operational, the Road Ripper was a sleek, green, single-occupant racing vehicle that could transport people in record time.

[illegible] MOTU MINICOMICS
While the Road Ripper's origin was not given in the minicomics, it was still a fast, small racing vehicle used by the Heroic Warriors. Its figurehead appeared to be a fearsome type of bird or griffin that loomed over the front wheel.

[illegible] GERMAN MOTU BOOKS
The Road Ripper was seemingly not designed for combat; it was used by the Heroic Warriors mainly for its speed as a transport vehicle. Road Rippers were even used in a race called the Elimination.

[illegible] UK WORLD MOTU ANNUALS & [illegible] UK MOTU COMIC MAGAZINES
The Road Ripper was again a vehicle of the Heroic Warriors, highlighted for its speed, which was described as lightning fast.

[illegible] GERMAN MOTU AUDIO PLAYS
The toy Road Ripper's rip cord function was included in the German audio plays, where it activated rockets that propelled the vehicle to its high velocity. Although it was still a small vehicle, it was said to be able to carry both He-Man and Battle Cat. Unlike other incarnations, the Road Ripper was also able to fly through the air.

[illegible] GERMAN INTERPART/CONDOR MOTU COMICS & [illegible] GERMAN EHAPA MOTU COMICS
The Road Ripper was claimed to be the fastest vehicle in all Eternia in the German Interpart/Condor comics. By pulling its ripcord, the driver could be carried by the Road Ripper to any destination in mere moments. As in several other comics, the Masters of the Universe owned several Road Rippers for travel across the planet. Although it was supposed to be a one-man vehicle, two passengers could fit into it if necessary.

ROBOT ASSAULT WALKERS

AFFILIATIONS
Goblins

WEAPONRY
Lasers

SPECIAL ABILITIES
Transformation
Speed

1983 FILMATION MOTU ANIMATED SERIES
The Robot Assault Walkers were remote-controlled weapons that could be delivered into battle as a compact sphere that transformed into a tall, four-legged walking cannon. The mechanical walkers could move swiftly and possessed devastating firepower. While they could be deployed quickly and were swift on their feet, the height of the walkers was a major design flaw—one well-placed shot could bring them down.

General Tataran's goblins controlled the walkers from a two-man vehicle/control center that used an antenna to communicate with multiple walkers at once.

ROGOTO'S SHIP

1983 FILMATION MOTU ANIMATED SERIES
Rogoto's alien ship crashed in the Sands of Time and became buried under a sand dune. When Adam and Man-At-Arms discovered it, it was badly damaged with strange markings on the exterior. The ship had been piloted by Rogoto, a native of the planet Rotonia.

ROCK TANK

AFFILIATIONS
Gelosi [illegible]

1983 FILMATION MOTU ANIMATED SERIES
This Rock Tank was used by the underground dwelling Balons to break up rock and when necessary cause cave-ins to trap their [illegible]. The Rock Tank was a copper-colored tracked vehicle with a domed top that could let a laser [illegible] to break up rock. The top of the tank opened to reveal a suction hose the Balons used to steal reserve food stores from the Royal Palace.

ROTO ROCKET

AFFILIATIONS
[illegible]

1983 FILMATION MOTU ANIMATED SERIES
Identical in appearance to Skeletor's Drilling Machine, the Roto Rocket was an invention of Man-At-Arms used to drill into Mount [illegible] to find the Gold Chamber of the [illegible] in order to [illegible] Energy Base.

ROTON

TITLES
Evil Assault [illegible]

AFFILIATIONS
Evil Warriors
Demons of Evil
Fighting Foe Men
Evil Horde

WEAPONS
Laser Cannons
Rotating Blades

1983 FILMATION MOTU ANIMATED SERIES
The Roton was a multi-passenger flying vehicle used by Skeletor's Evil Warriors in the Filmation animated series. Featuring a black chassis, red rotating blades, and red tires, the Roton appeared [illegible] [illegible]. The [illegible] blades [illegible] to cause damage, although they were more club-like appendages that could knock an enemy off his feet than lethal slashing blades.

1983 GOLDEN MOTU BOOKS, 1983 LADYBIRD MOTU BOOKS, 1984 UK WORLD MOTU ANNUALS & 1986 UK MOTU COMIC MAGAZINES
The Rotons appearing in later books closely resembled the toy version that only seated a single rider, but they were again used by Skeletor and the Evil Warriors. Their [illegible] propulsion enabled them to travel [illegible] and their [illegible] blades were ideal for cutting through trees and forest undergrowth. The Evil Warriors also made use of their [illegible].

1984 GERMAN MOTU AUDIO PLAYS & 1984 GERMAN [illegible] MOTU COMICS
The Roton was described as Skeletor's favorite vehicle in the German audio plays; it was able to hover across solid ground, above the water, and high in the air. In both the German audio plays and the [illegible] comics, as in the Filmation series, the Roton could carry at least two riders.

1987 [illegible] MOTU COMICS

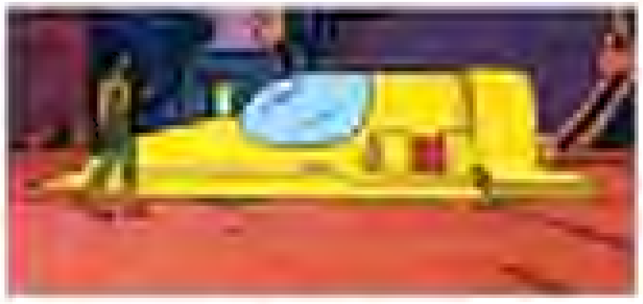
The Roton returned to being a one-man aircraft in the [illegible] comics. The Demons of Evil used several Rotons to travel across Eternia and attack from high above the ground.

2014 MOTU CLASSICS
In the continuity for MOTU Classics, the Rotons were [illegible] attack vehicles used by the Fighting Foe Men, in particular the [illegible] [illegible], until [illegible] trapped them in a mystical glacier. Thousands of years later, the Evil Horde leader Hordak freed the Fighting Foe Men and employed them and their war machines to help him fight the Renegade Masters of the Universe. A fleet of Rotons attacked the Viper Tower during the Second Ultimate Battleground after [illegible] and a brigade of [illegible] warriors had seized it. Although the Rotons were used to bolster the Horde, they were at some point part of the Evil Warriors' fleet of vehicles. Following the energy-[illegible] defeat at the hands of his [illegible], his [illegible] mind was installed in a Roton that became self-aware and a key member of Skeletor's new [illegible] Evil Warriors.

2012 DC MOTU COMICS
The Roton's appearance in the 2012 DC comics was slightly changed. Whereas it had usually appeared with an open air piloting cockpit, here it was a larger, enclosed vehicle. The pilot could open the canopy when needed, even in midflight, a feature that resembled the Monogram Model Kit version of the vehicle.

[illegible]

ROYAL COACH



AFFILIATIONS
Royal Family of Eternia

1983 FILMATION HE-MAN ANIMATED SERIES
The Royal Coach was a yellow flying vehicle with a sleek design that featured a glass covered cockpit. A Royal Coach, dispatched the spoiled royal cousin Lady Kelaina at the Royal Palace and presumably carried her home after Randor dismissed her for her disgraceful behavior during her visit.

ROYAL HOVER COACH

AFFILIATIONS
Royal Family of Eternia

WEAPONRY
Laser cannons

1985 LADYBIRD BOOKS
The Royal Hover Coach served as a passenger vehicle for King Randor himself in the Ladybird books. Used by the Royal Family when they went on diplomatic missions, the coach was a hovering craft that could travel over any type of terrain and

environment. Unlike a similar coach that appeared in the Filmation series, these coaches were painted white with red trim and were armed with laser cannons to protect their important passengers from an evil attack.

ROYAL HOVER-BARGE

AFFILIATIONS
Royal Family of Eternia

1985 LADYBIRD HE-MAN BOOKS
The Royal Hover Barge was a jet-propelled ferry used by the Royal Family of Eternia to board the luxury yacht *Sea Eagle* from the Port of Randorhaven. The Royal Hover Barge was white with red and gold trim.

ROYAL TRANSPORT SHIP

AFFILIATIONS
Masters of the Universe
Royal Family of Eternia

2002 MIKE YOUNG PRODUCTIONS HE-MAN ANIMATED SERIES
The Royal Transport Ships were huge flying vessels powered by three engines and designed with a large passenger capacity. They were used to evacuate the Royal Palace of Eternia shortly before an assault by the Snake Men and their deity Serpos. They were also used to transport members of the Royal Family, mostly on diplomatic missions, such as on Queen Marlena's journey to negotiate a treaty with King Tourian in the Kingdom of Mirions. Her ship crashed in the Corridors of Lithos on her return home from the mission, prompting King Randor to seek her out with the aid of Battle Cat. During a relatively peaceful period when the Evil Warriors were captured by the Masters of the Universe, the King and Queen left the palace in one of the transport ships to enjoy a vacation as several Royal Guardsmen provided a security escort on Sky Sleds.

SALLASIAN WARSHIP

1983 FILMATION HE-MAN ANIMATED SERIES
The Sallasian Warship was King Sallax's command ship when he came to Eternia in search of his son, Prince Glitch. It was a flying disk that resembled a round floating island with red domes on top. At the bottom, it fired large rock spikes as its primary weapon. King Sallax was able to teleport via these spikes as well. When the king looked for Prince Glitch at Snake Mountain, Skeletor was able to convince

him to attack the Royal Palace. Excited, Sallax fired his spike weapons all around the palace, creating a barricade. The ship was then able to land atop the spikes to literally settle in the palace.

SAND SHUTTLE

1983 FILMATION HE-MAN ANIMATED SERIES
The Sand Shuttle, though sparingly used, was a ship with four rockets on the back that could hover just a few feet above the ground. Silver in appearance with a red base, the ship was usually used for expeditions and traversing rough terrain.

SCAVENGER

AFFILIATIONS
Evil Horde

1985 FILMATION SHE-RA ANIMATED SERIES
The Horde Scavenger was an excavator used by the Horde to move large amounts of earth. The giant treaded vehicle had a domed cockpit and front scoop. The top seemed to sound a mechanical grabber.

SCORPION CRAWLER

OTHER NAMES
Crawler

AFFILIATIONS
Evil Horde

WEAPONRY
Stinger [illegible] weapon
Claws
Sleep ray
Sting beam

1985 FILMATION POP ANIMATED SERIES
The Scorpion Crawler was Scorpia's personal tank shaped like a scorpion. The treaded vehicle featured a stinger tail at the rear and claws at the front.

2009 MOTU CLASSICS
In Classics the vehicle was simply called the Crawler and was armed with both sleep rays and sting beams to subdue Eternian Rebels and other foes who fell into Scorpia's sights.

SCUBATTACK

OTHER NAMES
Scuba Attack

AFFILIATIONS
Heroic Warriors
Demons of Evil

WEAPONRY
Laser gun

SPECIAL ABILITIES
Radar guidance system
Underwater diving device

1986 MARVEL STAR MOTU COMICS
Invented by Man-At-Arms, the Scuba Attack was a personal underwater vehicle. Basically enhanced scuba gear, the suit featured built-in radar that helped guide the Heroic Warriors through treacherous underwater territory.

1989 GERMAN MAGAZINE MOTU COMICS
By using their Scubattacks, Skeletor and his warriors were able to move through the Eternian seas without a submarine. Each included a powerful laser gun. The Demons of Evil used Scubattacks to destroy Eternia's great dam.

SEA EAGLE

AFFILIATIONS
Royal Family of Eternia

WEAPONRY
Laser cannons

SPECIAL ABILITIES
Solar powered

1986 LADYBIRD MOTU BOOKS &
1986 GERMAN MOTU AUDIO PLAYS
The Sea Eagle was a luxury yacht used by the Royal Family of Eternia when they went on vacation or holiday, especially to the tropical Golden Isles. The large yacht could carry many guests and was operated by electronic controls that steered the solar-powered sails. The Sea Eagle was designed in the shape of an eagle. Like all vessels of the Royal Family, it had a golden bird insignia. Built-in laser cannons could protect the ship in case of attack by pirates or other evil forces. When not in use, the *Sea Eagle* was anchored in the Port of Randorhaven.

SEA FRIGHT

AFFILIATIONS
Evil Horde

1985 FILMATION POP ANIMATED SERIES
Named by Hordak himself, the Sea Fright was a Horde submarine and multiterrain vehicle. It was shaped like a boat but also had side treads with which it could travel on land. On the aft of the hull was a large rudder that steered the *Sea Fright* when it was submerged.

SEA FRIGHT ESCAPE POD

AFFILIATIONS
Evil Horde

1985 FILMATION POP ANIMATED SERIES
When Hordak's Sea Fright was flooded and sunk by She-Ra, Hordak used the vessel's escape pod to get away. The escape pod itself was a round glass pod that floated to the ocean's surface when ejected.

SEA HARP

AFFILIATIONS
Great Rebellion

[illegible] FILMATION POP ANIMATED SERIES
The Sea Harp was a blue and pink boat with a large, seemingly alive seahorse as its figurehead. Connected to the figurehead were reins a pilot could use to steer the boat. From the aft of the boat rose a large pink sail sporting the image of a harp.

[illegible] POP MINICOMICS
According to its toy packaging, the Sea Harp was a mystical seahorse who once lived deep beneath Crystal Falls. When She-Ra needed to summon her friends, she had the Sea Harp to play a musical message that could be heard throughout Etheria. The Sea Harp could then carry She-Ra and her friends swiftly over the sea and land and off to new adventures.

However, in the minicomic entitled A Fishy Business, the Sea Harp appeared to be just a boat instead of a living animal. Peekablue was described as riding "in the Sea Harp" rather than upon it.

[illegible] UK POP COMIC MAGAZINE
In the UK comics, the Sea Harp was simply a water vehicle used by the Great Rebellion and named by Mermista.

SIRIUS'S SHIP

OTHER NAMES
Arpeaka Ship

AFFILIATIONS
Galactic Guardians

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Sirius's underwater ships were small, yellow submersible vehicles. They were fitted with equipment that could repair the protective dome around Sirius.

Arpeaka used her own underwater vehicle to navigate the seas surrounding the city of Sirius. Unlike the other ships in the Sirius fleet, hers was pink.

SHAFT CRAFT

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Shaft Craft was a small, circular vehicle that allowed its operator to traverse the Nurgia Mines.

SHUTTLE POD

OTHER NAMES
Dreadwings

WEAPONRY
Laser cannons

AFFILIATIONS
Space Mutants
[illegible]

[illegible] UK STORIES (NOTE: ANNUALS)
The evil Space Mutants used the Dreadwings to attack their enemies in large numbers. These shuttle pods could maneuver quickly, making them formidable opponents for the Galactic Warriors.

[illegible] HE-MAN MINICOMICS
The shuttle pods, also called Dreadwings, were high-speed, single-occupant spaceships used by the Evil Mutants and especially by Skeletor as one-man fighters. The pods were capable of death-defying aerial maneuvers and were equipped with deadly laser cannons mounted on the nose. Skeletor used his shuttle pod to interface with the powerful Terroclaw assault walker, controlling its claw-arm from the shuttle's controls after docking it atop the walker.

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Shuttle pods made up the bulk of Flogg's spacefaring armada sent to attack the peaceful planet Primus on numerous occasions.

SHUTTLE TRANSPORT

AFFILIATIONS
Evil Horde

[illegible] MARVEL STAR COMICS
The Shuttle Transport was one of the Horde's space ships, capable of traveling through Hyperspace and tracking enemies to distant planets.

SILVER STAR

AFFILIATIONS
Royal Family of Eternia

[illegible] UK WORLD (MOTU ANNUAL)
The Silver Star was the largest ship in King Randor's naval fleet. Powered by solar sails and commanded by Captain Davis, the ship was completely white with beautiful gold trim.

When King Randor sent the Silver Star to escort his nephew Prince Michael from across the sea, it was caught in a storm and the crew discovered the half-sunken remains of the ancient pirate ship [illegible]. They learned that Skeletor had also discovered the [illegible]'s location and recovered the lost Garnet Statue from within. Before Captain Davis and his crew were captured, he hid Prince Michael under a barrel. The ship was then set adrift with no crew aboard until the Heroic Warrior Stratos spotted it and swooped in to salvage it, save the young prince, and return him to the kingdom of Eternia.

SKELETOR'S BARGE

AFFILIATIONS
Evil Warriors

WEAPONRY
Laser cannons

SPECIAL ABILITIES
Flight

[illegible] MOTU FILM
Skeletor's Barge was a slow-moving airship that contained a throne from which he oversaw the invasion of Earth after bringing his Jump Platform from Eternia with the Cosmic Key. The barge had two stations for his Centurions to operate the ship's weapon systems while a pilot controlled navigation from a forward-facing cockpit. When the barge hovered at a relatively low altitude, it had the power to levitate higher so Skeletor could corner He-Man and Teela on the roof of a multistory building. Skeletor sat his throne suspended from beams when the Eternians fired lasers at him.

SKELETOR'S DRILLING MACHINE

AFFILIATIONS
Evil Warriors

[illegible] [illegible] (MOTU ANIMATED SERIES)
Skeletor used this large vehicle with its massive drill head to cut his way to the center of Eternia while in pursuit of the Starseed.

SKELETOR'S TREADED VEHICLE

AFFILIATIONS
Evil Warriors

[illegible] UK WORLD (MOTU ANNUAL)
Skeletor's treaded vehicle was a blue and purple ground transport that vaguely resembled a pickup truck and was used to transport [illegible] prisoners. Even with treads, it could travel at amazing speeds. The vehicle's driving module had a green interior and could carry two warriors.

SKULLCOPTER

AFFILIATIONS
Space Mutants

WEAPONRY
Laser weapon

SPECIAL ABILITIES
Space travel

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Skullcopter was Skeletor's personal vehicle. It was powered by large propellers and sported a likeness of Skeletor's ghastly visage. The Skullcopter was capable of flying in space as well as in the sky. The jaw of the Skullcopter opened to reveal a large laser weapon. The Skullcopter was destroyed in battle on a number of occasions, but Skeletor always managed to replace it.

SKY HAWK

AFFILIATIONS
Heroic Warriors

[illegible] [illegible] (MOTU COMIC)
The Sky Hawk was an air vehicle built by Man-At-Arms. It was silver, and the cockpit was covered by a clear dome.

SKY SLED

OTHER NAMES
Jet Sled (not to be confused with the Jet Sled glider toy vehicle)
Jetsled
Power Disc
War Sled

AFFILIATION
Heroic Warriors
Evil Warriors
Royal Guard
Masters of the Universe
Defenders of Eternia

RELATED
[illegible]

1983 MOTU MINICOMICS
The Sky Sled was a single-occupant flying vehicle that was also the front section of the Battle Ram, and could detach from the rear launcher in order to take flight.

1983 FILMATION MOTU ANIMATED SERIES
In the series the triangular Sky Sled was still the detachable front end of the Battle Ram, but it was more often featured by itself as a flying vehicle and attack craft.

The Evil Warriors flew a variation of the Sky Sled that had a greenish-blue color and a serpent figurehead instead of a griffin. They were referred to as War Sleds and were known to carry more than one person at a time. However, the Evil Warriors' variation was never seen attached to a Battle Ram.

1985 GOLDEN MOTU BOOKS
Sky Sleds were also known as Power Discs in the Golden books and were only used by the Heroic Warriors, but they were still one-manned, jet-propelled vehicles that could attach to the Battle Ram. Sky Sleds were armed with a single laser cannon on the front of the vehicle, and they were able to perform some of the most challenging sky chases.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
Sky Sleds were flying single-seat vehicles used extensively by the Masters of the Universe and the Royal Eternian Guard for fast transportation and combat missions. While quick and agile, the sleds were fragile and could be knocked out of the sky with a single blast from Clawful's claw or Whiplash's tail. Each vehicle was equipped with a laser cannon and a storage compartment in front of its seat. Their new design was sleeker with mostly gray coloring and yellow parts. The seats now featured back supports for characters to lean against. They were also used twice by villains in the cartoon series, once by Kobra Khan and later Skeletor's Evil Warriors in freeing an Eternian prison. The Battle Ram was never mentioned, and the Sky Sleds were never seen attached to any other vehicles.

2003 MVCREATIONS MOTU COMICS
The Sky Sleds were called Jetsleds; however, they were the same flying one-person vehicles featured in the 2002 Mike Young Productions cartoon series. The Royal Guards used them as well as other heroes occasionally when they needed to travel long distances by air. The vehicles' energy source and range of speed were not mentioned, but Jetsleds were shown matching pace with the larger Wind Raiders.

Teela made use of the flying vehicles (called the Jet Sled) from Eternos Palace to Castle Grayskull when it fell under attack by Skeletor.

2008 MOTU CLASSICS
Again called the Jet Sled, the vehicle was still a one-person flying attack craft used by the Masters of the Universe and the army of King Randor. The heroic airship adventurer Sky High was an expert pilot of the Jet Sleds, which he upgraded for faster acceleration and smoother landings. Jet Sleds made up Sky High's small fleet of escort fighters that guarded the Starship Eternia as it carried He-Man home to the Eternos Palace after his long sojourn in space. Sky High flew a Jet Sled several months later during the Third Ultimate Battleground against the Unnamed One's forces.

As in the Filmation series, the Jet Sled had two different figurehead designs, one with a griffin's head and the other with a snake's head. In contrast to the two designs seen in the Filmation series, the snake version flown by the Evil Warriors appeared connected to the Battle Ram's launcher when it was sold as a toy.

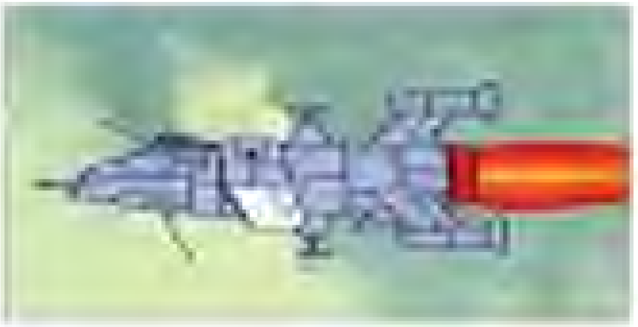
2012 DC MOTU COMICS
The Sky Sled appeared with its familiar blue color and griffin head as a flying vehicle used by the Masters of the Universe.

Image courtesy of DC Comics.

SKY SPEEDER

1983 FILMATION POP ANIMATED SERIES
Baron Dambore and his men used the Sky Speeders. They were grey air vehicles that resembled the Sky Sleds flown by the Masters of the Universe on Eternia but lacked the animal figureheads.

SKY-SPY



AFFILIATIONS
Heroic Warriors

SPECIAL ABILITIES
Space-based reconnaissance

1985 FILMATION MOTU/POP ANIMATED CHRISTMAS SPECIAL
The Sky Spy was a large rocket ship designed by Man-At-Arms to relay information back to the Royal Palace, giving the heroes a complete picture of Skeletor's every move. It accidentally warped to the planet Earth when Orko used his magic on it.

SLAVEMASTER'S SPACESHIP

1983 FILMATION MOTU ANIMATED SERIES
The evil Slavemaster used a giant ship that resembled a flying saucer with a dome at the top as well as windows and air vents. The ship had a front hatch that served as its main entrance. The ship's interior contained multiple prison cells that the Slavemaster used to hold his captives before forcing them to work at his mines.

SMALL TRAK

AFFILIATIONS
Heroic Warriors

1983 FILMATION MOTU ANIMATED SERIES
The Small Trak was a ground transport vehicle used by the Heroic Warriors. Based more closely on the toy version of the Attak Trak, which had been drastically changed into a multi-passenger transport for the cartoon series, the Small Trak was only big enough for a single driver, although He-Man balanced on the vehicle's back for short distances. The Small Trak's treads operated in precisely the same manner as the Attak Trak, enabling it to traverse land and uneven ground at a great pace, and like the Filmation Attak Trak, its colors were reversed from the toy with a blue body and red elliptical wheels.

SNOW MACHINE

AFFILIATIONS
Heroic Warriors

1984 UK WORLD MOTU ANNUAL
The Snow Machine was an experimental vehicle that could quickly traverse the snowy terrain of Eternia.

SNOWMOBILE

1983 FILMATION MOTU ANIMATED SERIES
The snowmobile was a fast-moving vehicle that could travel quickly over the icy terrain of Eternia's frozen north. It was red, black, and white in color and [illegible] size and reach.

SOLAR CLIPPER

AFFILIATIONS
Sea Hawk

SPECIAL ABILITIES
Flight

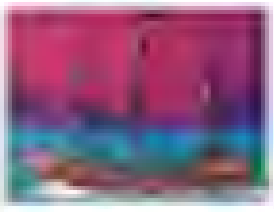
1985 FILMATION POP ANIMATED SERIES
After their reunion, a reformed Sea Hawk refitted the old ship of his father, the Falcon, and named it the Solar Clipper. The ship used solar sails to fly in the air as well as sail on the seas.

SOLAR SAILOR

AFFILIATIONS
Evil Horde
Great Rebellion

SPECIAL ABILITIES
Flight
Stealth

1985 FILMATION POP ANIMATED SERIES
The Solar Sailor was Sea Hawk's pirate ship. It functioned as both a seagoing vessel and a flying ship thanks to the power of its solar-powered sails, which also granted it stealth capabilities. The Solar Sailor initially served the Horde, but it was turned against them after Adora convinced Captain Sea Hawk to join the Great Rebellion in fighting the Horde.



2016 MOTU CLASSICS
The Solar Sailor's role was largely unchanged in the Classics continuity, although no mention was made of the ship's flight or stealth capabilities. Sea Hawk, here known as Captain [illegible], was later shipwrecked on an island, where he reunited with his lost father, Captain Falcon, but [illegible] revealed that the Solar Sailor itself had been [illegible] in the wreck.

SPACE CARAVAN

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Space Caravan was a ship owned by Captain Dipper. Though in a state of disrepair, the ship carried a hold full of exotic animals being taken to Primus. Skeletor stowed away onboard in order to [illegible] Primus's [illegible].

SPACESHIP

[illegible] UK POP COMIC MAGAZINES

This mysterious alien spaceship crash-landed on the Grim Beach. [illegible] used the Power Cubes that had been fueling the ship to create his Pathfinder machine.

SPIDER DRONE

AFFILIATIONS
Evil Warriors

WEAPONRY
Laser cannon

[illegible] FILMATION MOTU ANIMATED SERIES

The Spider Drones were six-legged machines invented by Trap Jaw. They were used by Skeletor and Trap Jaw and could fire lasers from a round module that extended from their foreheads.

SPITBULL

AFFILIATIONS
Masters of the Universe

WEAPONRY
Laser cannon

[illegible] MOTU [illegible] ANIMATED SERIES

The Spitbull was created by Man-At-Arms to defend Eternia against the Snake Men. It mimicked the appearance of a dog with front metal claws and powerful legs allowing it to move with great agility and jump long distances relative to its large size. A cannon was concealed in the Spitbull's menacing jaw, equipped to fire both lasers and a sticky green goo that could bind the Snake Men in place. Its pilot compartment could accommodate multiple passengers, and it came with a communication device to coordinate with other vehicles on the battlefield.

The Spitbull was used to fight the Snake Men in the Mines of [illegible] and [illegible] between the [illegible] and the [illegible]. However, despite its effectiveness, the Spitbull was destroyed in the [illegible] of the Royal Palace of Eternia by the giant god [illegible].

SPRING'S SHIP

SPECIAL ABILITIES
Camouflage Circuit

[illegible] UK MOTU COMIC MAGAZINES

Spring traveled the universe in a small egg-shaped spacecraft. The ship was equipped with a Camouflage Circuit that enabled it to blend into the background scenery [illegible] so the ship would not be disturbed while Spring was busy at work spreading his eggs. When Skeletor captured Spring and forced him to allow him onboard his ship as it headed for Eternia, Spring used the Camouflage Circuit to form a message on the ship's door, alerting the Heroic Warriors that Skeletor was inside.

SPYDOR

TITLES
Evil Stalker

AFFILIATIONS
Evil Warriors
[illegible]
[illegible]

WEAPONRY
Laser gun
Capture pincers

SPECIAL ABILITIES
[illegible]

[illegible] MOTU MINICOMICS

Spydor was a giant mechanical monstrosity ridden by Skeletor. The vehicle resembled an enormous spider. Its body was black, and its six long mechanical legs were bright crimson. It had two fearsome pincers that could capture and crush victims, two glowing, sinister eyes, and two rotating laser cannons. Despite its size, Spydor only accommodated a single driver who rode on its back.

[illegible] GOLDEN MOTU BOOKS

In the Golden books, Spydor was created when Skeletor used his Mechano-Ray to transform a giant spider into a living machine.

[illegible] MARVEL STAR MOTU COMICS

Spydor was simply a large mechanical vehicle shaped like a menacing spider in the Marvel Star comics, but it could still capture foes in its claws and travel across all kinds of terrain with its long legs. Man-At-Arms considered the giant robot to be "shoddy construction," but he was still unable to free himself when captured before Skeletor's minions could strike.

[illegible] UK MOTU COMIC MAGAZINES

In the UK comics, due to Spydor's large size, Skeletor was able to command his warriors from a great height within its cockpit and usually drove the vehicle himself. It was only on rare occasions that Skeletor's henchmen were [illegible] to drive Spydor. It was an effective capture vehicle, its pincer mechanism could seize an opponent and grip them tightly.

1987 GERMAN EHAPA MOTU COMICS

In the German Ehapa comics, Skeletor summoned Spydor himself, but it was still equipped with two laser guns and capture pincers.

2012 DC MOTU COMICS

In a change from Spydor's traditional place in Skeletor's arsenal, it appeared in the 2012 DC comics as a giant cyborg beast used by the invading Evil Horde army in battle against the combined forces of the Snake Men and the Heroic Warriors on Eternia. Spydor towered over the battlefield and continued to use its sinister front pincers to attack victims.

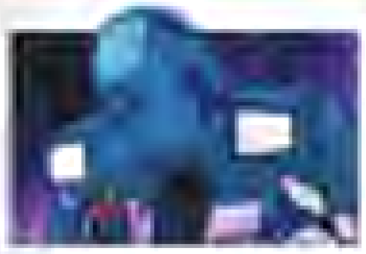
STAR SHUTTLE

AFFILIATION:
Heroic Warriors

[illegible] UK MOTU COMIC MAGAZINES

The Star Shuttle was a vehicle used by the Heroic Warriors for space travel. He-Man and Moss Man used the Star Shuttle when investigating what appeared to be a third moon over Eternia.

STAR TRADER



[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

The Star Trader was [illegible] personal space craft, which he used to transport supplies between worlds in his role as a trader. It was small but fast.

STARFINDER 3

AFFILIATION:
Earthlings

[illegible] MARVEL STAR MOTU MOVIE ADAPTATION

On July 10, 2021, the spacecraft Starfinder 3 ventured from Earth, only to crash land on Eternia some one thousand years before the birth of Prince Adam. The astronauts carried with them the American and NASA flags and became the first Eternians.

STARSHIP ETERNIA

OTHER NAMES
Starship
Power Tower

AFFILIATIONS
Galactic Guardians
Galactic Protectors
[illegible]

FEATURES
Energy weapons
[illegible]
Missiles

CAPABILITIES
Transforming into a space station [illegible]
Traveling through time
[illegible]

[illegible] UK WORLD MOTU ANNUALS

The Starship Eternia was the flagship for the Galactic [illegible]. Captain Darius and [illegible] used the Starship Eternia to travel through the [illegible] and into the past to locate and recruit He-Man. They believed He-Man was the man who could stop the evil forces of the Galactic [illegible]. The starship was named after the legendary planet Eternia.

[illegible] GERMAN MOTU AUDIO PLAYS & GERMAN INTERPART-CONDOR MOTU COMICS

In the German audio plays this starship was said to be the most enormous spacecraft ever seen in the universe, and it was the only one capable of traveling through time and space between the True Star System and Eternia. Designed and built by Darius, the starship was made up of many separate parts and could be reconfigured into a multilevel space station. Its front section could detach and function as a separate spacecraft without affecting the primary ship's operation. The starship's computer system was equipped with an artificial intelligence that communicated with its pilots.

[illegible] GERMAN EHAPA MOTU COMICS

Simply called "the Starship" in the German Ehapa comics, the vessel was again a large spacecraft used by Darius and [illegible] to travel from the True Star System to Eternia. Its front module could still detach as a separate spacecraft, while the whole Starship could be converted into a space station called the Power Tower.

[illegible] HE-MAN MINICOMICS

In the He-Man minicomics, [illegible] and [illegible] arrived [illegible] their ship from the future. While they were in search of the legendary hero He-Man, Skeletor tricked them into draining Castle Grayskull of its legendary power and transferring it into their starship.

The spaceship was renamed the Starship Eternia after He-Man's home planet, and it became the new repository for the power of the universe. Because the power was housed within the vehicle, He-Man now had to call upon the name of the starship itself in order to invoke the power of the universe, proclaiming, "By the power of Eternia! I have the power!"

The ship was again considered immense in size and was fully equipped for travel through space and time, and its advanced thrusters enabled it to move at high velocity. It was fully armed with high-power laser cannons and [illegible] every futuristic weapon system imaginable. Additionally, Starship Eternia's space station form could also land on a planet's surface as a ground-based battle station.

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES

In the animated series, the ship was old and out of use when He-Man came to Primus. Originally known simply as "the Starship," it was turned [illegible]

[illegible] after the shield had been [illegible], making such weapons obsolete and illegal. When the Mutants' attacks intensified and the Primans needed a way to defend themselves, the Starship was moved from Omnar by Hydron and Flipshot, who named it in honor of He-Man's home planet. The Eternia was an incredibly powerful ship and became the flagship of the Priman space force during He-Man's battle with Skeletor and the Mutants. It was armed with multiple laser cannons and a cloaking device and could move at speeds fast enough to outflank even the Mutant Mothership.

2000s [illegible] CLASSICS

In the Classics continuity, the Starship Eternia was an intergalactic spaceship piloted by the Primus-born warrior [illegible]. The Galactic Protector [illegible] sent both [illegible] and Hydron [illegible] the starship through the Laser Gate to find the Twins of Destiny, He-Man and She-Ra, on the planet also called Eternia. In a change from previous incarnations, the ship did not use [illegible] travel to reach the planet Eternia. He-Man again [illegible] his powers with the ship, and Prince Adam gave up his alternate identity to become He-Man permanently. The Starship Eternia's energy enhanced He-Man's strength even more than before and allowed him to travel through space in order to battle his archenemy Skeletor.

During He-Man and She-Ra's years in the Tri-Solar System, [illegible] was not the ship's only pilot. Young Princess [illegible] and [illegible] the Starship Eternia to rescue He-Man while the Galactic Protectors were [illegible] other parts.

After five years of conflict in the Tri-Solar System, both He-Man and Skeletor's forces suffered tremendous losses at the Battle of [illegible], which convinced them to join forces to attack Horde Prime on Horde World. [illegible] piloted the Starship Eternia directly into [illegible] space and used the ship's field disruptor to shut down the planet's shields for a brief twenty-second window during which they attacked Horde Prime's citadel.

The Starship Eternia survived the assault on Horde World, but She-Ra disappeared after destroying Horde Prime. He-Man and [illegible] searched for her for ten years with the Starship Eternia, encountering many new allies and fierce enemies, but never succeeded in finding She-Ra. Eventually He-Man learned that his father, King Randor, had passed away on Eternia, and he asked [illegible] to pilot the ship back to his home world so that he could take his place as his father's successor.

STILT STALKERS

[illegible]
Heroic Battle [illegible]

AFFILIATION
Heroic Defenders
Masters of the Universe

WEAPONRY
Laser blasters

SPECIAL ABILITY
Fast walking

1980s [illegible] MINICOMICS
The Stilt Stalkers were mechanical battle stilts employed by the Heroic Warriors. They were extremely useful for navigating swampy terrain and were equipped with lasers.

1980s GERMAN [illegible] AUDIO PLAY
The Stilt Stalkers were good for giving a warrior increased speed as well as navigating difficult environments. They were large enough to reach up to Castle Grayskull's towers and fast enough for a warrior to move between Grayskull and Eternia without exhaustion.

1980s UK [illegible] COMIC MAGAZINES
The Stilt Stalkers were built by Man-At-Arms as both a weapon and a method of transport. With the Stilt Stalkers, the Heroic Warriors could move easily [illegible] rough terrain or dense vegetation, and they had the benefit of enhanced height and [illegible] from the [illegible]. They were one of two weapons (the other being the [illegible]) that Man-At-Arms made after learning that Hordak had built possibly his most powerful weapon yet in the form of the Mammoth. Man-At-Arms felt the Heroic Warriors needed more powerful weapons if they were to continue to successfully counter the Horde's attacks.

The Stilt Stalkers were fitted with a special battle vest and were used by He-Man in his first battle against Hordak's Mammoth.

1980s GERMAN [illegible] COMICS
In the [illegible] comics, the Heroic Defenders owned several Stilt Stalkers, which also could be carried on a warrior's back. As in previous canons, the mechanical stilts enabled He-Man and his friends to walk at increased speeds without needing motorized vehicles, and they were armed with laser blasters for combat.

STRATOBLASTER

AFFILIATION
Royal Family of Eternia

1980s FILMATION [illegible] ANIMATED SERIES
A birthday present for King Randor, the Stratoblaster was a white [illegible] ship that had a single covered cockpit, wings, and red side engines.

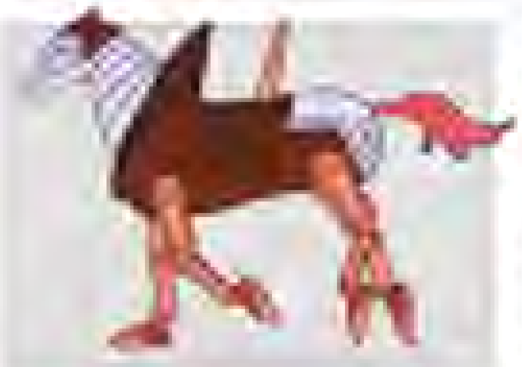
STRIDOR

TITLES
Heroic Armored War Horse

AFFILIATIONS
Heroic Warriors

WEAPONRY
Front mounted dual laser cannons
Rear mounted [illegible] laser cannon

SPECIAL ABILITIES
Early warning system for detecting danger



1983 FILMATION MOTU ANIMATED SERIES
While the Heroic Warriors had many android horses, [illegible] named Stridor. Man-At-Arms built a [illegible] well-armed mechanical equine named Stridor, with a brown, silver, and orange color scheme. Possessing more strength than other android horses, Stridor also had a computer system that could detect imminent danger. To warn the rider of an attack, Stridor would give an alarm neigh, like a real horse.

During a battle with the evil wizard Morgoth, Stridor demonstrated true heroism when he penetrated the evil wizard's magic barrier designed to keep out all living things. Since Stridor was not alive, he successfully knocked Morgoth's magic gem and wand to [illegible] out of the barrier, allowing He-Man to destroy it and prevent Morgoth's return. Grateful, He-Man carried Stridor to Man-At-Arms for repairs despite being weakened himself during the battle. After restoring the android's functions, Man-At-Arms used a specially designed Electro-Thought Monitor to discover that Stridor, despite being a robot, dreamed of freedom. The Sorceress suggested that the battle with Morgoth had given Stridor a spark of life and that he now possessed a mind of his own. As a result, Man-At-Arms granted Stridor his dream of freedom, although He-Man speculated Stridor would return when he was needed.

1983 MOTU MINICOMICS
In the minicomics, Stridor was presented as [illegible] armored war horse. The magnificent steed wore an orange helmet and was capable of delivering mighty kicks with its rear legs.

The armored war horse was intelligent and possessed the power of speech. When [illegible] was taken prisoner by the Evil Warriors, Stridor saved him by alerting He-Man.

1985 GOLDEN MOTU BOOKS &
1986 UK WORLD MOTU ANNUAL [illegible]
In the Golden books, Stridors were android horses serving Randor's army as mechanical steeds. They could travel into areas where a normal horse could not in any type of weather. Stridors were

commonly seen as [illegible]'s steed of choice but were ridden by other Heroic Warriors.

1985 LADYBIRD MOTU BOOKS
The Ladybird books also featured the concept of multiple Stridors but added that they possessed [illegible] to warn the rider of oncoming danger, much like Stridor's early warning mechanism from the Filmation series. The sensors were connected to the Stridors' superintelligent [illegible] brains.

1984 GERMAN MOTU AUDIO PLAYS
Stridor was a mechanical war horse in the German audio plays. Constructed by Man-At-Arms, it [illegible] living horses. Stridor could understand any order given by its rider and was agile enough to overcome all kinds of obstacles.

1985 SPANISH [illegible] MOTU COMIC
Stridor was described as He-Man's [illegible] armored war horse, and his [illegible] made the ground tremble.

1986 UK MOTU COMIC MAGAZINES
In the UK comics, Stridor was a brave and loyal steed, usually ridden by He-Man or [illegible].

2012 DC MOTU COMICS
The 2012 DC comics once more treated Stridor as a fleet of android steeds, this time carrying King Randor's [illegible] Division into the Battle of [illegible]. [illegible] the Stridor horses rather than ride with their legs inside of them, as they did with the vintage vehicle.

[illegible]

SUB-CRUISER

AFFILIATIONS
Heroic Defenders

1987 GERMAN [illegible] MOTU COMIC
The Sub-Cruiser was a submarine used by the Heroic Defenders to search for Man-At-Arms and Teela after they were lost during an expedition. Though not very fast, it was armored and equipped with modern locating technology.

SWEET BEE'S SCOUT SHIP

1985 FILMATION POP ANIMATED SERIES

Sweet Bee's Scout Ship was a spacecraft resembling a bumblebee. The ship could scan planets to determine their ability to support life. The ship was completely unarmed, as its sole [illegible] was only peaceful missions. It [illegible] its findings to the Wise Sweet Bee's mother ship.

TALON FIGHTER

TYPE
Flying Vehicle

AFFILIATIONS
Heroic Warriors
Evil Warriors
Masters of the Universe
Wonder Warriors
Fighting Foe Men

WEAPONRY
Laser guns
Missiles
Talon-mounted [illegible]

SPECIAL ABILITIES
Flight
Space Travel
Time Travel

1983 DC MOTU MINICOMICS

The Talon Fighter was a large flying vehicle utilized primarily by the Heroic Warriors. It was described as "the mightiest flying machine on Eternia." Its chassis was yellow and orange, while its wings and feet were red and its canopy was blue with clear windows and a blue radar dish mounted near the top. The Talon Fighter was named for its resemblance to a talon-clawed hawk or falcon.

Early depictions of the Talon Fighter made it clear that the vehicle was a hybrid of magic and technology. It was intrinsically linked to the mystic outpost known as Point Dread which appeared on Eternia only once every twenty years.

1983 FILMATION MOTU ANIMATED SERIES

In the animated series by Filmation, the Talon Fighter was a simple mechanical flying vehicle that resembled a bird of prey with no association to the Point Dread outpost. It was kept alongside the regular vehicles at the Royal Palace. Although it was a heroic vehicle, in one episode the evil Lord Dactys was depicted to possess a Talon Fighter of his own.

1983 MATTEL MOTU BOOK AND RECORD SETS

In the Power of Point Dread book and record set which came with the toy, the Talon Fighter was powered by the mystic energies of Point Dread and was capable of traveling through time and space while still perched on the outpost. He-Man mentioned that the Talon Fighter was designed to be flown by two pilots, though he was able to fly it alone when necessary. Skeletor successfully captured the Talon Fighter and Point Dread, but He-Man was able to defeat him by causing him to accidentally ram the vehicle against Point Dread itself, seemingly destroying them both but actually transporting them away so that they could one day return.

Later depictions did away with the magical aspects of the Talon Fighter and it was presented as a standard flying vehicle used by the Heroic Warriors.

In all instances, the Talon Fighter was quite large and equipped with powerful missiles and laser guns.

1983 GOLDEN MOTU BOOKS

Much like in the animated series and later minicomics, the Talon Fighter was presented as just another flying vehicle in the Golden books, in which it was flown by the Heroic Warriors.

1983 LADYBIRD MOTU BOOKS

The Talon Fighter could not only fly but also climb faster than any vehicle on Eternia, presumably with its talon-shaped landing feet. While it was presented as a piloted vehicle, a Talon Fighter could be remote controlled by another if it fell into the wrong hands.

1984 UK WORLD MOTU ANNUALS

The Talon Fighter was unchanged for the World annuals, but it was mentioned to be the fastest flier in the Heroic Warriors' arsenal.

1984 GERMAN MOTU AUDIO PLAYS

Described as being shaped like an orange eagle, the Talon Fighter was able to fly through outer space to foreign planets in the German audio plays. Its cockpit was also larger and granted space for at least four passengers. When the pilot activated its talon [illegible], the vehicle could break through the "time wall" and fly into the future. The Talon Fighter always rested atop Point Dread, a mobile staging post that changed its location regularly and sometimes could be found in space. Though initially piloted by Skeletor, the Talon Fighter was usually controlled by the Masters of the Universe.

1984 GERMAN INTERPART CONDOR MOTU COMICS

The Talon Fighter remained a large aircraft that could carry several passengers in the German Interpart Condor comics. It was again able to fly through space and was accompanied by its mobile staging post, Point Dread. Whether on the [illegible] of Castle Grayskull or in the outskirts of Eternia, wherever the pilot wanted to land the Talon Fighter, Point Dread followed the aircraft.

1986 UK MOTU COMIC MAGAZINES

In stark contrast to other media, the UK comics depicted the Talon Fighter as a small and simple open-topped vehicle used by the Evil Warriors rather than the heroes.

2008 MOTU CLASSICS

The Talon Fighter received a reimagined origin in the 2008 Classics toy line and minicomics. Still a bird-shaped flying attack craft of the planet Eternia, it

[illegible]

The Talon Fighter [illegible]

[illegible]

DC MOTU COMICS

The Talon Fighter [illegible]

TERRORCLAW

OTHER NAMES
Terrorpod

AFFILIATIONS
Galactic Mutants

WEAPONS
Giant claw
Laser cannons

SPECIAL ABILITIES
All terrain navigation

[illegible]

[illegible]

[illegible]

NEW ADVENTURES OF HE-MAN ANIMATED SERIES

[illegible]

[illegible]

TERROR TURTLE

FILMATION MOTU ANIMATED SERIES

[illegible]

[illegible]

TERRORDACTYL

AFFILIATIONS
Evil Warriors

WEAPONS
Energy cannons
Missiles

MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

[illegible]

MVCREATIONS MOTU COMICS

[illegible]

TERROTREAD

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Terrotread was a Mutant vehicle. Smaller than a Terrorclaw, the Terrotread seated one Mutant and was equipped with two robotic arms and a large laser weapon.

TIME SPHERE

AFFILIATIONS
Galactic Guardians

SPECIAL ABILITIES
Time travel

[illegible]
The Time Sphere was a time machine and spaceship that could travel across stars and light years. It was very simple in appearance and looked like a polished, dark globe. The Time Sphere was used by Hydron and Flipshot to travel to Eternia in order to locate He-Man and return with him to Primus. He-Man and Skeletor used the Time Sphere to return to Eternia when their adventures in the future concluded.

TIME VESSEL

SPECIAL ABILITIES
Time travel

[illegible] NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Time Vessel was a vehicle created by the scientists of Primus to enable Captain Hydron and Lieutenant Flipshot to travel to the past and find the hero they needed to defend Primus. The vessel could only be used at the time of the Great Event, a period during which the past and future would collide and open a portal through time. Alcon tried to name the device the Alcon One and take credit for its creation, much to the annoyance of the other scientists.

TORG SHIP

AFFILIATIONS
Torgs

[illegible] FILMATION HE-MAN ANIMATED SERIES
Although boxy, the Torg ships were incredibly versatile in battle. The green ships had front-mounted gun turrets and seated two pilots. The ships were also equipped with a claw that could extend from the wing at great speed to grab a flying foe.

TRACTOR

[illegible] FILMATION SHE-RA ANIMATED SERIES
This futuristic tractor was driven by farmers [illegible] and [illegible] from a piloting module beneath a glass dome. It had two treads on the front and two huge wheels at the back.

TRACTOR VEHICLE

[illegible] FILMATION SHE-RA ANIMATED SERIES
The farming community in the village of [illegible] used the Tractor Vehicle to load and transport their harvest from the field to their warehouses. The Tractor Vehicle was yellow with red treads that pulled an open wagon.

TRADEWIND

AFFILIATIONS
Pirates

[illegible] UK WORLD MAGAZINE
The Tradewind was a pirate ship in the early days of Eternia. It carried the sacred statue of the Star-Wolf Agrar, which had been plundered by [illegible]. In a long-lasting mystery, the Tradewind disappeared. It was eventually found shipwrecked in the shallow bay of Lizard Island.

The Tradewind's bones were discovered by Captain Storm and the crew of the Silver Star while it transported King Randor's nephew Michael across the sea. They also discovered that Skeletor had located the wreckage and salvaged the lost sacred statue.

TRADING SHIP

[illegible] FILMATION HE-MAN ANIMATED SERIES
Trading ships were used to transport goods all over Eternia. Most ships had full crews, but Man-At-Arms created a fully remote-controlled model when ships began disappearing under the sea. The trading vessels were rocket powered and looked like a cross between a battleship and a yacht.

TRANSPORT

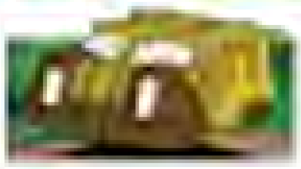
[illegible] MOVIE FILM
This transport was a long ship used by Evil-Lyn when Skeletor sent her to Earth to recover the Cosmic Key. The flying vessel carried Evil-Lyn, Beast Man, Blade, Karg, and a platoon of Centurions to Charlie's Good Vibrations Music Emporium, where they engaged He-Man, Man-At-Arms, and Teela in battle.

TRANSPORT FLIGHT 1130

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Transport Flight 1130 was an interplanetary robot transport, traveling between planets in the Tri-Solar Galaxy.

[illegible]

TRANSPORT SHIP



1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
Mutant Transport Ships were large vessels used to transport prisoners during the Mutant occupation of Primus.

TREETOPPER

1985 FILMATION POP ANIMATED SERIES
The Treetopper was a flying vehicle used by the Tree People. It was essentially a streamlined Wind Raider, complete with the same coloring.

UP-SCALER

1986 UK MOTU MAGAZINE
The Up-Scaler was a twin-seat climbing vehicle equipped with four sets of suction arms for climbing on walls. The freakish transport could easily scale vertical and sheer surfaces such as mountainsides, slick walls, and trees.

VELOCIBUS

1990 NEW ADVENTURES OF HE-MAN ANIMATED SERIES
The Velocibus was a public transportation system used on Primus to travel through the tubes in the underground city of Dreen.

VELVET GLOVE

1985 FILMATION POP ANIMATED SERIES
The Velvet Glove was Horde Prime's flagship in the Filmation She-Ra series. It was large enough to be visible to the naked eye from orbit and cast a vast shadow over Etheria. The Velvet Glove was the most powerful single vessel in the galaxy. Horde Prime once had two of them, before Hordak accidentally destroyed one during a battle with Skeletor.

[illegible]

WAGGON-TRAIN

1986 UK MOTU COMIC MAGAZINE
The Waggon-Train was a form of mechanized transport for ordinary Eternians that ran along specially built rail lines. Man-At-Arms and Roboto defended a Waggon-Train when it fell under attack by the Fright Fighters in the Vine Forest.

WAR WHALE

OTHER NAMES
Killer Whale

AFFILIATIONS
Masters of the Universe

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The War Whale was a small vessel similar to a battle tank, armed with a laser cannon and resembling a killer whale. It was created by Man-At-Arms and used to carry him and He-Man quickly across the Ocean of Grief to reach the island of Anwat Gar.

WATER RAIDER

AFFILIATIONS
Masters of the Universe

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES
The Water Raider was a fast watercraft designed to serve as a maritime version of the Wind Raider. It featured a three-seat cockpit and wings, allowing it to maneuver in the air for short distances to avoid colliding with obstacles on the water's surface. The boat appeared in a single episode and was used by Man-At-Arms, Teela, and Prince Adam to visit Dekker on Uthas Island.

WEATHER WHEEL

AFFILIATIONS
Evil Horde

1985 FILMATION POP ANIMATED SERIES
The Weather Wheel was a satellite created by Modulok that could manipulate the weather and caused blood snow to fall upon Celesta, one of Etheria's northern kingdoms.

WEBSTOR'S WIND RAIDER

AFFILIATIONS
Evil Warriors

1983 FILMATION MOTU ANIMATED SERIES
Webstor's Wind Raider was virtually identical to the regular Wind Raider, except it had six mechanical spider legs sticking out from the sides of the vehicle.

WIND RAIDER

TITLES
Assault Lander

AFFILIATIONS
Heroic Warriors
Masters of the Universe

WEAPONRY
Laser cannon
Twin photon rocket thrusters
Missile batteries

SPECIAL ABILITIES
Grapple hook

1983 MOTU MINICOMICS

The Wind Raider was Man-At-Arms' high-speed flying vehicle. It had a green body with orange wings and tail fin and a falcon-like design on its sides. In addition to attaining high velocity, the Wind Raider could perform incredible aerial maneuvers. In many ways, the Wind Raider was a [illegible]. For example, its powerful thrusters enabled it to fly up a mountainside at a vertical ninety-degree angle.

A notable feature of the Wind Raider was its grappling hook and winch.

1983 DC MOTU COMICS

The Wind Raider was presented as a small single-occupant vehicle similar to its vintage toy, which could only hold one figure.

1983 FILMATION MOTU ANIMATED SERIES

In the Filmation series the Wind Raider was one of the main vehicles used by the Heroic Warriors. Unlike the toy, the Wind Raider was large enough to accommodate multiple passengers and had front and back seats.

The Wind Raider was shown to have a [illegible] copilot mechanism that was linked to the driver's gauntlets or bracers.

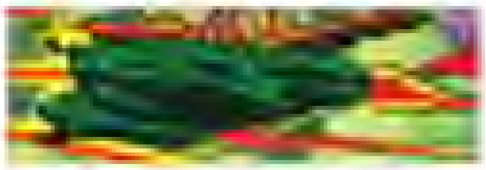
1985 ITALIAN PPI MAGAZINES

In the Italian PPI comics, the Wind Raider was the vehicle of Zodac, the cosmic explorer and pilot.

1984 GERMAN MOTU AUDIO PLAYS

The Wind Raiders were again the most frequently used aircrafts of the Masters of the Universe in the German audio plays. They were also said to be able to fly across Eternia within a relatively short time and featured a laser cannon for aerial combat. As in the Filmation series, the Wind Raider offered enough room for two to three passengers despite its relatively small size.

1984 [illegible] CONDOR MOTU COMICS



In the German Interpart-Condor comics, Man-At-Arms was credited with having built the Wind Raider. It was able to fly into outer space, where its pilots were protected underneath an invisible force field.

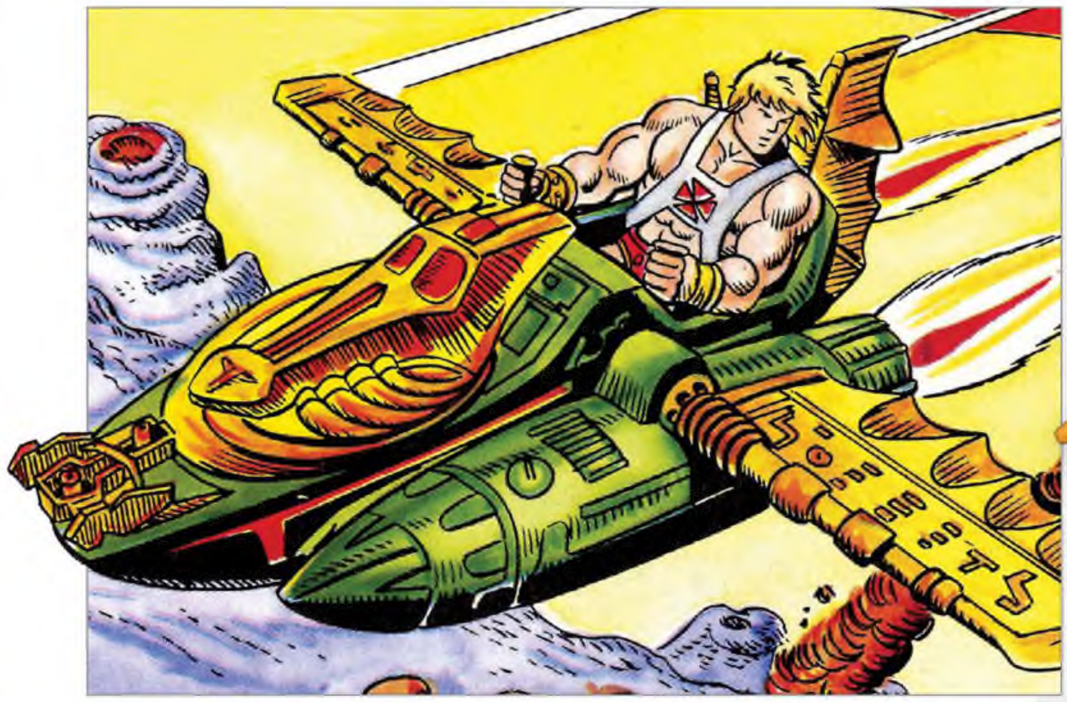
1986 MARVEL STAR MOTU COMICS

Looking less streamlined than in other media, the Wind Raider in the Marvel Star comics possessed a windshield along with smaller wings and a blue color instead of the standard green. This almost aquatic-looking version of the Wind Raider could also seat five people.

1986 UK MOTU COMIC MAGAZINES

The Wind Raider was not only built by Man-At-Arms in the UK comic magazine but was also said to be one of his first creations. The Wind Raider also possessed the ability to hover for hours in a single spot, making it useful as a rescue vehicle.

A Wind Raider, likely stolen, was also used by the Evil Warriors on one occasion.

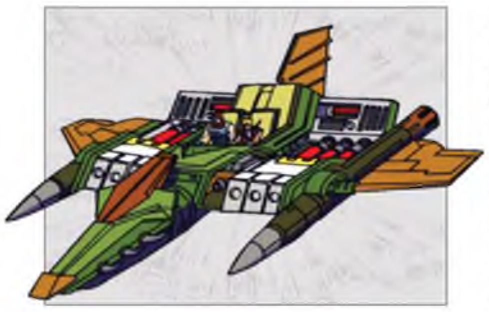


1987 GERMAN EHAPA MOTU COMICS

The Wind Raiders were depicted in various colors in the Ehapa comics and were capable of carrying two pilots.

2002 MIKE YOUNG PRODUCTIONS MOTU ANIMATED SERIES

In the 2002 Mike Young Productions animated series, the Wind Raider was an advanced fighter plane created by Man-At-Arms to provide the Masters of the Universe with superior air support in their fight against evil. Its powerful engines were capable of vertical takeoff, with a cockpit large enough to comfortably seat the pilot and three passengers. The Wind Raider hovered in place to unfold its wings, revealing large batteries of laser cannons that could bombard enemies in a shower of powerful and precise air strikes. Despite its impressive firepower, the Wind Raider was often quickly defeated in its cartoon appearances, falling from the sky after being struck by Two Bad's bazooka and Kobra Khan's corrosive venom in separate incidents.



2002 MVCREATIONS MOTU COMICS

The Wind Raider in the MVCreations comics remained very similar to its appearances in the Mike Young Productions cartoon series; however, it was shown not to be a very agile and maneuverable vehicle, as it was incapable of making sharp turns.

2008 MOTU CLASSICS

The heroic pilot Sky High helped upgrade the Wind Raider and other vehicles for faster acceleration and smoother landings in the Classics canon. Wind Raiders had wings made of Photanium, the strongest metal in the universe, and Coridite-plated fuel tanks, as well as an Eternium-location device. Their cockpits were designed for humans and Gars only.

2012 DC MOTU COMICS

Wind Raiders were the primary vehicles used by the Royal Guard in the 2012 DC comic series. During an air battle with the Horde over the Sands of Time, the Wind Raiders aided She-Ra and Stratos while holding their own against the Horde fleet.

IMAGE COURTESY OF DC COMICS

WORLD-SHIP

AFFILIATIONS
Lion People

SPECIAL ABILITIES
Flight

1984 UK WORLD MOTU ANNUALS

The World-Ship was a planet that had been converted into a massive spaceship. It was ruled by the purple-furred Lion People, who came to Etheria to steal its atmosphere after their own had grown too thin. When She-Ra and the Great Rebellion heard their story, Castaspella used her magic to fill the World-Ship's air tanks.

X5 RESCUE SHIP

AFFILIATIONS
Heroic Warriors

1986 UK MOTU COMIC MAGAZINES

The X5 Rescue Ship was used by Moss Man and Snout Spout to rescue He-Man and Fisto from the artificial planet on which they had been stranded by the Bridling dictator Rolca while on the way to the Ring System Games. The X5's sensors were able to scan the planet and isolate any unusual features, and it was the X5's computer that identified the entire planet as an artificial machine.

XYKS' SPACESHIP

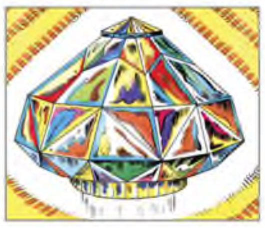
AFFILIATIONS
Xyks

WEAPONRY
Stun rays
Robot guards

SPECIAL ABILITIES
Containing an entire city

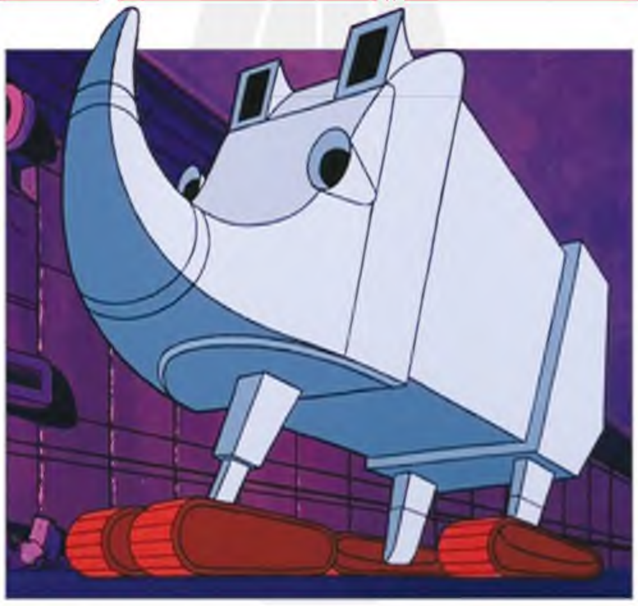
1987 GERMAN EHAPA MOTU COMICS

The spaceship of the Xyks was a large, diamond-shaped vessel that once landed on Eternia. By emitting stun rays, the ship paralyzed everyone



within reach almost immediately. When He-Man entered the spaceship, he discovered an entire city inside of it. Instead of living beings, the ship was occupied and protected by robots. Kidnapped victims from all kinds of different planets were imprisoned in the conversation room. The spaceship eventually left Eternia after He-Man freed all the imprisoned Eternians.

ZEGONE



1983 FILMATION MOTU ANIMATED SERIES

Designed and built by the villain Rago, Zegone was a large, somewhat lumbering vehicle that moved on three treads. With its animal-like posture and horned snout, it bore a strong resemblance to a rhinoceros. The vehicle had the power to plow through the dense Vine Jungle with ease. Once Rago placed the stolen Moorfire Stones on the vehicle to become its "eyes," the Zegone became capable of firing intense beams of energy, although it was no match for He-Man in the end.

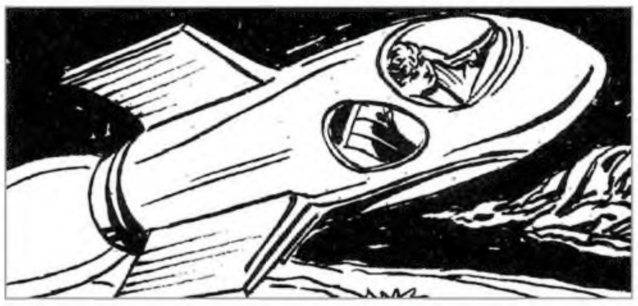
ZODAC'S SPACECRAFT

AFFILIATIONS
Evil Warriors

1983 LADYBIRD MOTU BOOKS

Zodac's Spacecraft was a starship used in the Ladybird books canon. The vehicle was red with silver trim. Zodac commonly used this shuttle in reconnaissance operations.

ZOG'S SPACESHIP



SPECIAL ABILITIES
Creating elaborate illusions

1986 UK MOTU COMIC MAGAZINES

The spaceship piloted by the miniature Zog, although almost as tiny as Zog himself, was an extremely powerful ship capable of creating elaborate illusions that Zog could control as he pleased from the cockpit. Zog stole the ship from his home world, intent on using it as a weapon to impress Skeletor and gain entry to his army of Evil Warriors. However, when Zog learned the hard way just how evil Skeletor was, he decided to return the ship to his home world, confess all, and aspire to become a Heroic Warrior rather than an evil one.

ZOOM CHARIOT

AFFILIATIONS
Heroic Warriors

1983 FILMATION MOTU ANIMATED SERIES

The Zoom Chariot was a speedy vehicle belonging to King Randor. It was inexplicably lost but then recovered by Prince Adam, who promptly crashed it while returning it to his father at the Royal Palace.

The universe of **He-Man** and **She-Ra** is full of mystery. And thanks to over four thousand entries covering its characters, beasts, vehicles, locations, weapons, and magic, you can learn all of its secrets!

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